

AMIGA® ROM KERNEL
REFERENCE MANUAL:
INCLUDES & AUTODOCS
REVISED & UPDATED



**COMMODORE-AMIGA,
INCORPORATED**

Amiga

ROM Kernel Reference Manual:

Includes and Autodocs

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Commodore-Amiga, Incorporated

Amiga Technical Reference Series



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This book is dedicated to all those "busy guys" who made Amiga and who are Amiga.

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WARNING: The information described in this manual may contain errors or bugs, and may not function as described. An attempt has been made to warn software developers via the use of the BUGS field of such documents, however, not all bugs will be so marked. All information is subject to enhancement or upgrade for any reason including to fix bugs, add features or change performance. As with all software upgrades, full compatibility, although a goal, cannot be guaranteed, and is in fact unlikely.

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Error Reports

In a complex technical manual, errors are often found after publication. When errors in this manual are found, they will be corrected in the following printing. Updates will be published in the AmigaMail technical support publication.

Bug reports can be sent to Commodore electronically or by mail. Submitted reports must be clear, complete, and concise. Reports must include a telephone number and enough information so that the bug can be quickly verified from your report. (I.e. please describe the bug *and* the steps that preceded it.)

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About this book

The Amiga Technical Reference Series is the official guide to programming the Commodore-Amiga computers. This revised edition has been updated for version 1.3 of the Amiga operating system and the new Amiga computer systems. The series has been reorganized into three volumes. This volume, the *Amiga ROM Kernel Reference Manual: Includes and Autodocs*, contains alphabetically organized autodoc function summaries, listings of the Amiga system include files, and the IFF Interchange File Format specifications and listings. This is the essential quick reference for all Amiga programmers.

The other manuals in this series are the *Amiga ROM Kernel Reference Manual: Libraries and Devices*, with tutorial-style chapters on the use of each Amiga system library and device, and the *Amiga Hardware Reference Manual*, a guide to hardware level programming of the Amiga custom and peripheral chips.

This manual contains:

- Summaries for system library functions
- Summaries for system device commands
- Summaries for system resource calls
- C Language Include Files
- Assembly Language Include Files
- Documentation on “Amiga.lib” and reference source code
- Updated sample library and device
- Handy Charts designed to ease debugging and exploring
- Documentation on the Interchange File Format standard (IFF)

The manual is a perfect companion for programming the Amiga.

About the examples

Except as noted, 68000 assembly language examples have been assembled under the Metacomco assembler V11.0, the Inovatronics CAPE assembler V2.0, and the HiSoft Devpac assembler V1.2. No substantial changes should be required to switch between assemblers.

C examples have been compiled under Lattice C, version 4.01 and Manx Aztec C68K, version 3.6a. Default compiler options are used in both cases. All the C examples assume that the automatic CTRL-C feature of the compiler has been disabled. With the exception of those examples in Section A, this code *must* be added to each example to complete it:

For Aztec C

Compile with: cc <filename>.c
ln <filename.o> -lc

```
/* Add this near the top */  
#include "functions.h"  
  
/* Add this before main() */  
extern int Enable_Abort; /* reference abort enable */  
  
/* Add this after main(), as the first active line in the program */  
Enable_Abort=0; /* turn off CTRL-C */
```

For Lattice C revisions 4.0 and greater

Compile with: lc -L <filename>.c

```
/* Add this function before main(). This overrides the default  
* Lattice CTRL-C trap. If this function returns zero, then the  
* CTRL-C event will be ignored */  
int CXBRK()  
{  
    return(0);  
}
```

General Amiga Development Guidelines

The environment of the Amiga computer is quite different than that of many older computers. The Amiga is multitasking, which means multiple programs must share the same machine without interfering with each other. It also means that certain guidelines must be followed during programming.

- Always make sure you actually GET what you ask for. This applies to memory allocations, windows, screens, file handles, libraries, devices, ports, etc. Where an error value or return is possible, ensure that there is a reasonable failure path. Many poorly written programs will *appear* to be reliable, until some error condition (such as memory full or a disk problem) causes the program to continue with an invalid or null pointer, or branch to untested error handling code.
- Always clean up after yourself. This applies for both normal program exit and program termination due to error conditions. Anything that was opened must be closed, anything allocated must be deallocated. It is generally correct to do closes and deallocations in reverse order of the opens and allocations. Be sure to check your development language manual and startup code; some items may be closed or deallocated automatically, especially in abort conditions. If

you write in the C language, make sure that when CTRL-C is pressed, your program gracefully closes down and exits.

- Remember that memory, peripheral configurations, and ROMs differ between models and between individual systems. Do not make assumptions about memory address ranges, storage device names, or the locations of system structures or code. Do not jump into the ROM directly. Do not assume library bases or structures will exist at any particular memory location. The only absolute in the system is address 0x00000004, which contains a pointer to the exec.library base.
- Do not assume that programs can access hardware resources directly. Most hardware is controlled by system software and resources that will not respond well to interference. Shared hardware requires programs to use the proper sharing protocols. Using the defined interface enhances the probability that your software will continue to operate on future Amiga computers.
- Do not access shared data structures directly without the proper mutual exclusion (locking). Remember that other tasks may be accessing the same structures.
- The system does not monitor the size of a program's stack. Take care that your program does not cause stack overflow, and provide enough leeway for the possibility that future revisions of system functions might require additional stack space.
- If your program waits for external events like menu selection or key-strokes, do not bog down the multitasking system by busy-waiting in a loop. Instead, let your task go to sleep by Wait()ing on its signal bits. For example:

```
signals = (ULONG)Wait((1<<windowPtr->UserPort->mp_SigBit) |  
                      (1<<consoleMsgPortPtr->mp_SigBit));
```

This turns the signal bit number for each port into a mask, then combines them as the argument for the exec.library/Wait() function. When your task is awakened, handle all of the messages at each port where the SigBit is set. There may be more than one message per port, or no messages at the port. Make sure that you ReplyMsg() to all messages that are not replies themselves.

- Tasks (and Processes) execute in 68000 processor user mode. Supervisor mode is reserved for interrupts, traps, and task dispatching. Take extreme care if your code executes in supervisor mode. Exceptions while in supervisor mode are deadly.
- Most system functions require a particular execution environment. All DOS functions and any functions that might call DOS (such as the opening of a disk-resident library, font, or device) can only be executed from a process. A

task is not sufficient. Most other ROM Kernel functions may be executed from tasks. Only a few may be executed from interrupts.

- Do not disable interrupts or multitasking for long periods. If you use Forbid() or Disable(), you should be aware that execution of any system function that WAITS will temporarily suspend the Forbidden or Disabled state, and allow multitasking and interrupts to occur. Such functions include almost all forms of DOS and device IO, including common “stdio” functions like “printf”.
- Do not tie up system resources unless it is absolutely necessary. For example, if your program does not require constant use of the printer, open the printer.device only when you need it. This will allow other tasks to use the printer while your program is running. You must provide a reasonable error response if a resource is not available when you need it.
- Check for memory loss. Operate your program, then exit. Write down the amount of free memory. Repeat the operation of your program and exit. The amount of free memory remaining should be *exactly* the same. Any difference may signal some serious problem in your cleanup. A useful tool for memory testing is the “LoadWB -debug” command; this will start the Workbench tool with a special invisible debug menu. The “flushlibs” option of this menu can cause unused libraries and devices to be flushed out of memory. (The “debug” option invokes the ROM debugger, RomWack, on the serial port at 9600 baud.)
- All data for the custom chips *must* reside in CHIP type memory. This includes bitplanes, sound samples, trackdisk buffers, and images for sprites, bobs, pointers, and gadgets. The AllocMem() call takes a flag for specifying CHIP type memory.

On machines with expansion (FAST) memory, the default location for memory allocations is FAST memory. A developer with only CHIP memory may fail to notice the memory was incorrectly specified. (On the current generation of machines, CHIP memory is the lowest 512K of memory in the system.)

Most compilers have options to mark specific data structures or object modules so that they will load into CHIP ram. Some older compilers provide the Atom utility for marking object modules. If this method is unacceptable, use the AllocMem() call to dynamically allocate CHIP memory, and copy your data there.

- Do not use software delay loops! Under the multitasking operating system, the time spent in a loop can be better used by other tasks. Even ignoring the effect of multitasking, timing loops are inaccurate and will wait varying amounts of time depending on the specific model of computer. The timer.device provides precision timing for use under the multitasking system. The AmigaDOS Delay() function provides a simple interface for longer delays.

The 8520 I/O chips provide timers for developers who are bypassing the operating system (see the *Amiga Hardware Reference Manual* for more information).

- Obey structure conventions!
 - All non-byte fields must be word aligned.
 - All address pointers should be 32 bits (not 24 bits). The upper byte must never be used for data.
 - Fields that are not defined to contain particular initial values *must* be initialized to zero. This includes pointer fields.
 - All reserved or unused fields *must* be initialized to zero for future compatibility.
 - Data structures to be accessed by the custom chips, public data structures (such as a task control block), and structures which must be longword aligned must NOT be allocated on a program's stack.
 - Dynamic allocation of structures with AllocMem provides longword aligned memory of a specified type with optional initialization to zero, which is useful in the allocation of structures.

Additional Assembler Development Guidelines

- Do not use the “TAS” instruction on the Amiga. System DMA can conflict with this instruction’s special indivisible read-modify-write cycle .
- System functions must be called with A6 containing the library or device base. Libraries and devices assume A6 is valid at the time of any function call. Even if a particular function does not currently require its base register, you must provide it for compatibility with future system software releases.
- Except as noted, system library functions use registers D0, D1, A0, and A1 as scratch registers and you must consider their former contents to be lost after a system library call. The contents of all other registers will be preserved. System functions which provide a result will return the result in D0.
- System functions that return a result may not necessarily affect the processor condition codes. The caller must test the returned value before acting on a condition code. This is usually done with a TST or MOVE instruction.
- For 68010/68020/68030/68040 compatibility:

- Do not use the “MOVE SR,...” instruction! This 68000 instruction acts differently on other members of the 68000 family. If you wish a copy of the processor condition codes, use the exec.library/GetCC() function.
- Do not use the upper 8 bits of a pointer for storing unrelated information. The 68020 uses all 32 bits for addressing.
- Do not use signed variables or signed math for addresses.
- Do not execute code on your stack.
- The stack frame used for exceptions is different on each member of the 68000 family. The type identification in the frame must be checked!
- Do not use self modifying code.

Commodore-Amiga Technical Support (CATS)

Commodore maintains a technical support group dedicated to helping developers achieve their goals with the Amiga. Available technical support programs are tailored both to the needs of smaller independent developers and larger corporations. Subscription to the support publication *AmigaMail* is available to anyone with an interest in the latest news, Commodore software and hardware changes, and tips for developers.

To request an application for the Commodore-Amiga Developer Programs, lists of CATS technical publications, or information regarding electronic developer support, send a self-addressed, stamped, 9" x 12" envelope to:

CATS-Information
1200 West Wilson Drive
West Chester, PA 19380-4231

Section A

Library Summaries

This section contains summaries for the shared library routines that are built into the Amiga operating system software. These documents have been automatically extracted from the original source code and are often called **autodocs**.

Most of the Amiga operating system is divided into functional groups called libraries. Libraries may exist in the Kickstart ROM or on disk. Each library may be individually opened and closed. When a library is open, any of its functions may be called. When all openers of a library have closed, the library becomes a candidate for purging from the system memory.

These documentation files are organized alphabetically by library, one document per function call. Tutorial information for each of the libraries and a description of the library mechanism is available in the *Amiga ROM Kernel Manual: Libraries and Devices*. Only a brief introduction will be given here.

The “exec.library” is the system’s master library and is always open. This library controls the lowest levels of the multitasking operating system. One of exec’s functions, **OpenLibrary()**, is used to open the other libraries. Usage is as follows:

```
struct LibBase *LibBase;  
LibBase = OpenLibrary("library.name",version);
```

library.name

is a string that describes the name of the library you wish to open.

version

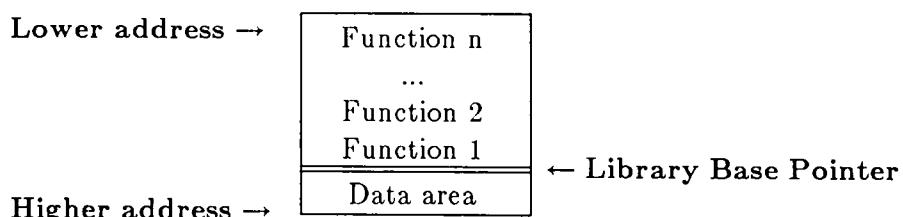
should be set to the earliest acceptable library version. A value of 0 matches any version. A value of 33, for example, means you require version 33 of the library or a later version if 33 is not available. For the system libraries, the following table applies:

- 0 = Any version
- 30 = Kickstart V1.0 (obsolete)
- 31 = Kickstart V1.1 (NTSC only - obsolete)
- 32 = Kickstart V1.1 (PAL only - obsolete)
- 33 = Kickstart V1.2 (the oldest revision still in use)
- 34 = Kickstart V1.3 (adds autoboot to Kickstart V1.2)

If you specify a higher version number than is installed in the system, the open will fail. Except as noted, all functions documented in this manual will work with Kickstart V33 and greater. Since V34 Kickstart is nearly identical to V33, it is generally NOT wise to require it.

If the library is disk-resident, it is loaded and initialized. The **OpenLibrary()** function returns the address of the library base, which you must assign to a specific variable. (Case is important.) This base is used to access the functions of the library. Zero is returned if something goes wrong with the open.

Library bases represent a midpoint in the library. Below the base are the function vectors, above the base is a data area:



The names of the libraries that are currently part of the Amiga software and associated library base pointer names are as follows:

Library Name	Library Base Pointer Name
diskfont.library	DiskfontBase
dos.library	DOSBase† ‡
exec.library	SysBase†
graphics.library	GfxBase
icon.library	IconBase
intuition.library	IntuitionBase
layers.library	LayersBase
mathffp.library	MathBase
mathtrans.library	MathTransBase
mathieeedoubbas.library	MathIeeeDoubBasBase
mathieeedoubtrans.library	MathIeeeDoubTransBase
romboot.library	(V1.3 system private)
translator.library	TranslatorBase
version.library	(system private)

†Automatically opened by the standard C startup module
 ‡ dos library is documented in the *AmigaDOS Manual*

All Amiga libraries accept parameters in registers, and return the result in data register D0. All routines return a full 32 bit longword, even if fewer bits are significant. This allows programs and functions that are written in assembler to communicate quickly. It also eliminates the dependence on the stack frame conventions of any particular language. Some C language compilers for the Amiga can generate parameters directly into registers, others translate any Amiga library call into a stub routine that moves parameters from the stack to registers. See the "amiga.lib" appendix for more details.

Complete examples follow:

```

/*
 * A complete ready-to-compile example of library use.
 * The library is opened, checked, used and closed.
 * See the intuition.library document for a description
 * of what the DisplayBeep() function does.
 */
struct Library *OpenLibrary();           /* declare return type */
struct IntuitionBase *IntuitionBase;    /* get storage for base */
void main()
{
    IntuitionBase=(struct IntuitionBase *)
        OpenLibrary("intuition.library",33L);
    if(!IntuitionBase) /* check if it actually opened */
        exit(20);

    DisplayBeep(0L); /* use the library function */

    CloseLibrary(IntuitionBase);
}

*****
*
* A complete ready-to-assemble example of library use. The intuition
* library is opened, checked, used, and closed. See the intuition
* document for a description of what the DisplayBeep() function does.
*
* When calling an Amiga library, the base pointer *must* be in
* A6... the library is free to depend on this. Registers D0,D1,A0
* and A1 may be destroyed by the library, all others will be preserved.
*
* Normally the constants AbsExecBase, _LV0OpenLibrary,
* _LVOCloseLibrary, and _LVODisplayBeep would be resolved by the linker
* from the file "amiga.lib". For this minimal example we define them
* explicitly.
*
_AbsExecBase          EQU 4           ;Where exec's library base is
_LV0OpenLibrary       EQU -552         ;Offset from base for OpenLibrary
_LVOCloseLibrary      EQU -414         ;"
_LVODisplayBeep       EQU -96          ;"

move.l   _AbsExecBase,a6           ;Move exec.library base to a6
lea.l    IntuiName(pc),al         ;Pointer to "intuition.library"
moveq   #33,d0                   ;Version
jsr     _LV0OpenLibrary(a6)       ;Call exec's OpenLibrary()
tst.l   d0
bne.s   open_ok
moveq   #20,d0                   ;Set failure code
rts

open_ok move.l d0,a6             ;Put IntuitionBase in a6.
suba.l  a0,a0                   ;Load zero into a0
jsr     _LVODisplayBeep(a6)       ;Call intuition's DisplayBeep()

move.l   a6,al                   ;Put IntuitionBase into al
move.l   _AbsExecBase,a6         ;Load zero into a0
jsr     _LVOCloseLibrary(a6)       ;Call exec's CloseLibrary()
moveq   #0,d0                   ;Set return code
rts

IntuiName: dc.b 'intuition.library',0
END

```

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diskfont.library/AvailFonts

diskfont.library/AvailFonts

NAME

AvailFonts - build an array of all fonts in memory / on disk

SYNOPSIS

```
error = AvailFonts(buffer, bufBytes, types);
      A0      D0      D1
```

FUNCTION

AvailFonts fills a user supplied buffer with the structure, described below, that contains information about all the fonts available in memory and/or on disk. Those fonts available on disk need to be loaded into memory and opened via OpenDiskFont, those already in memory are accessed via OpenFont. The TextAttr structure required by the open calls is part of the information AvailFonts supplies.

When AvailFonts fails, it returns the number of extra bytes it needed to complete the command. Add this number to your current buffer size, allocate a new buffer, and try again. If the second AvailFonts call fails, abort the operation.

INPUTS

buffer - memory to be filled with struct AvailFontsHeader followed by an array of AvailFonts elements, which contains entries for the available fonts and their names.
 bufBytes - the number of bytes in the buffer
 types - AFF_MEMORY is set to search memory for fonts to fill the structure, AFF_DISK is set to search the disk for fonts to fill the structure. Both can be specified.

RESULTS

buffer - filled with struct AvailFontsHeader followed by the AvailFonts elements. There will be duplicate entries for fonts found both in memory and on disk, differing only by type. The existence of a disk font in the buffer indicates that it exists as an entry in a font contents file -- the underlying font file has not been checked for validity, thus an OpenDiskFont of it may fail.
 error - if non-zero, this indicates the number of bytes needed for AvailFonts in addition to those supplied. Thus structure elements were not returned because of insufficient bufBytes.

diskfont.library/DisposeFontContents

NAME

DisposeFontContents - free the result from NewFontContents

SYNOPSIS

```
DisposeFontContents(fontContentsHeader)
      A1
```

FUNCTION

This function frees the array of FontContents entries returned by NewFontContents.

INPUTS

fontContentsHeader - a struct FontContentsHeader pointer returned by NewFontContents.

EXCEPTIONS

This command was first made available as of version 34.

A fontContentsHeader other than one acquired by a call NewFontContents will crash.

SEE ALSO

NewFontContents to get structure freed here.

diskfont.library/NewFontContents	diskfont.library/NewFontContents	diskfont.library/OpenDiskFont	diskfont.library/OpenDiskFont
<p>NAME NewFontContents - create a FontContents structs for a font</p> <p>SYNOPSIS <code>fontContentsHeader = NewFontContents(fontsLock,fontName)</code> D0 A0 A1</p> <p>FUNCTION This function creates a new array of FontContents entries that describe all the fonts associated with the fontName, specifically, all those in the font directory whose name is that of the font sans the ".font" suffix.</p> <p>INPUTS <code>fontsLock</code> - a DOS lock on the FONTS: directory (or other directory where the font contents file and associated font directory resides). <code>fontName</code> - the font name, with the ".font" suffix, which is also the name of the font contents file.</p> <p>RESULT <code>fontContentsHeader</code> - a struct FontContentsHeader pointer.</p> <p>EXCEPTIONS This command was first made available as of version 34. D0 is zero if the fontName does not have a ".font" suffix, or a DOS error occurred, or memory could not be allocated for the fontContentsHeader.</p> <p>SEE ALSO <code>DisposeFontContents</code> to free the structure acquired here.</p>		<p>NAME OpenDiskFont - load and get a pointer to a disk font.</p> <p>SYNOPSIS <code>font = OpenDiskFont(textAttr)</code> D0 A0</p> <p>FUNCTION This function finds the font with the specified textAttr on disk, loads it into memory, and returns a pointer to the font that can be used in subsequent SetFont and CloseFont calls. It is important to match this call with a corresponding CloseFont call for effective management of font memory.</p> <p>If the font is already in memory, the copy in memory is used. The disk copy is not reloaded.</p> <p>INPUTS <code>textAttr</code> - a TextAttr structure that describes the text font attributes desired.</p> <p>RESULTS D0 is zero if the desired font cannot be found.</p> <p>BUGS This routine will not work well with font names whose file name components are longer than the maximum allowed (30 characters).</p>	

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exec.library/AbortIO**exec.library/AbortIO****NAME**

AbortIO — attempt to abort an in-progress I/O request

SYNOPSIS

```
error = AbortIO(iORequest)
D0      Al
BYTE AbortIO(struct IORequest *);
```

FUNCTION

Ask a device to abort a previously started IORequest. This is done by calling the device's ABORTIO vector, with your given IORequest.

AbortIO is a request that device that may or may not grant. If successful, the device will stop processing the IORequest, and reply to it earlier than it would otherwise have done.

NOTE

AbortIO() does NOT remove the IORequest from your ReplyPort, OR wait for it to complete. After an AbortIO() you must wait normally for the reply message before actually reusing the request [see WaitIO()].

If a request has already completed when AbortIO() is called, no action is taken.

EXAMPLE

```
AbortIO(timer_request);
WaitIO (timer_request);
/* Message is free to be reused */
```

RESULTS

error — Depending on the device and the state of the request, it may not be possible to abort a given I/O request. If for some reason the device cannot abort the request, it should return an error code in D0.

INPUTS

iORequest — pointer to an I/O request block.

RESULTS

error — zero if successful, else an error is returned

SEE ALSO

WaitIO, DoIO, SendIO, CheckIO

exec.library/AddDevice**exec.library/AddDevice****NAME**

AddDevice — add a device to the system

SYNOPSIS

```
AddDevice(device)
Al
void AddDevice(struct Device *);
```

FUNCTION

This function adds a new device to the system device list, making it available to other programs. The device must be ready to be opened at this time.

INPUTS

device — pointer to a properly initialized device node

SEE ALSO

RemDevice, OpenDevice, CloseDevice, MakeLibrary

exec.library/AddHead	exec.library/AddHead	exec.library/AddIntServer	exec.library/AddIntServer													
<p>NAME AddHead -- insert node at the head of a list</p> <p>SYNOPSIS AddHead(list, node) A0 A1 void AddHead(struct List *, struct Node *)</p> <p>FUNCTION Add a node to the head of a doubly linked list. Assembly programmers may prefer to use the ADDHEAD macro from "exec/lists.i".</p> <p>WARNING This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.</p> <p>INPUTS list - a pointer to the target list header node - the node to insert at head</p> <p>SEE ALSO AddTail, Enqueue, Insert, Remove, RemHead, RemTail</p>	<p>NAME AddIntServer -- add an interrupt server to the system</p> <p>SYNOPSIS AddIntServer(intNum, interrupt) D0-0:4 A1 void AddIntServer(ULONG, struct Interrupt *);</p> <p>FUNCTION This function adds a new interrupt server to a given server chain. The node is located on the chain in a priority dependent position. If this is the first server on a particular chain, interrupts will be enabled for that chain.</p> <p>Each link in the chain will be called in priority order until the chain ends or one of the servers returns with the 68000's Z condition code clear (indicating non-zero). Servers on the chain should return with the Z flag clear if the interrupt was specifically for that server, and no one else. VERTB servers should always return Z set. (Take care with High Level Language servers, the language may not have a mechanism for reliably setting the Z flag on exit).</p> <p>Servers are called with the following register conventions:</p> <table> <tr> <td>D0 - scratch</td> </tr> <tr> <td>D1 - scratch</td> </tr> <tr> <td>A0 - scratch</td> </tr> <tr> <td>A1 - server is_Data pointer (scratch)</td> </tr> <tr> <td>A5 - jump vector register (scratch)</td> </tr> <tr> <td>A6 - scratch</td> </tr> <tr> <td>all other registers - must be preserved</td> </tr> </table> <p>INPUTS intNum - the Portia interrupt bit number (0 through 14). Processor level seven interrupts (NMI) are encoded as intNum 15. The PORTS, VERTB, COPER and EXTER and NMI interrupts are set up as server chains. interrupt - pointer to an interrupt server node</p> <p>BUGS The graphics library's VBLANK server incorrectly assumes that address register A0 will contain a pointer to the custom chips. If you add a server at a priority of 10 or greater, you must compensate for this by providing the expected value (\$DFF000).</p> <p>SEE ALSO RemIntServer, SetIntVector, hardware/intbits.h</p>	D0 - scratch	D1 - scratch	A0 - scratch	A1 - server is_Data pointer (scratch)	A5 - jump vector register (scratch)	A6 - scratch	all other registers - must be preserved	<p>NAME AddIntServer -- add an interrupt server to the system</p> <p>SYNOPSIS AddIntServer(intNum, interrupt) D0-0:4 A1 void AddIntServer(ULONG, struct Interrupt *);</p> <p>FUNCTION This function adds a new interrupt server to a given server chain. The node is located on the chain in a priority dependent position. If this is the first server on a particular chain, interrupts will be enabled for that chain.</p> <p>Each link in the chain will be called in priority order until the chain ends or one of the servers returns with the 68000's Z condition code clear (indicating non-zero). Servers on the chain should return with the Z flag clear if the interrupt was specifically for that server, and no one else. VERTB servers should always return Z set. (Take care with High Level Language servers, the language may not have a mechanism for reliably setting the Z flag on exit).</p> <p>Servers are called with the following register conventions:</p> <table> <tr> <td>D0 - scratch</td> </tr> <tr> <td>D1 - scratch</td> </tr> <tr> <td>A0 - scratch</td> </tr> <tr> <td>A1 - server is_Data pointer (scratch)</td> </tr> <tr> <td>A5 - jump vector register (scratch)</td> </tr> <tr> <td>A6 - scratch</td> </tr> <tr> <td>all other registers - must be preserved</td> </tr> </table> <p>INPUTS intNum - the Portia interrupt bit number (0 through 14). Processor level seven interrupts (NMI) are encoded as intNum 15. The PORTS, VERTB, COPER and EXTER and NMI interrupts are set up as server chains. interrupt - pointer to an interrupt server node</p> <p>BUGS The graphics library's VBLANK server incorrectly assumes that address register A0 will contain a pointer to the custom chips. If you add a server at a priority of 10 or greater, you must compensate for this by providing the expected value (\$DFF000).</p> <p>SEE ALSO RemIntServer, SetIntVector, hardware/intbits.h</p>	D0 - scratch	D1 - scratch	A0 - scratch	A1 - server is_Data pointer (scratch)	A5 - jump vector register (scratch)	A6 - scratch	all other registers - must be preserved
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exec.library/AddLibrary exec.library/AddLibrary

NAME
AddLibrary -- add a library to the system

SYNOPSIS
AddLibrary(library)
 Al
void AddLibrary(struct Library *);

FUNCTION

This function adds a new library to the system, making it available to other programs. The library should be ready to be opened at this time. It will be added to the system library name list, and the checksum on the library entries will be calculated.

INPUTS
library - pointer to a properly initialized library structure

SEE ALSO
RemLibrary, CloseLibrary, OpenLibrary, MakeLibrary

exec.library/AddMemList

exec.library/AddMemList

NAME
AddMemList -- add memory to the system free pool

SYNOPSIS
AddMemList(size, attributes, pri, base, name)
 D0 D1 D2 A0 A1
void AddMemList(ULONG, ULONG, LONG, APTR, char *);

FUNCTION

Add a new region of memory to the system free pool. The first few bytes will be used to hold the MemHeader structure. The remainder will be made available to the rest of the world.

INPUTS
size - the size (in bytes) of the memory area
attributes - the attributes word that the memory pool will have
pri - the priority for this memory. CHIP memory has a pri of -10,
 16 bit expansion memory has a priority of 0. The higher the
 priority, the closer to the head of the memory list it will
 be placed.
base - the base of the new memory area
name - the name that will be used in the memory header, or NULL
 if no name is to be provided. This name is not copied, so it
 must remain valid for as long as the memory header is in the
 system.

SEE ALSO
AllocMem, exec/memory.h

exec.library/AddPort	exec.library/AddPort	exec.library/AddResource	exec.library/AddResource
<p>NAME AddPort -- add a public message port to the system</p> <p>SYNOPSIS AddPort(port) Al void AddPort(struct MsgPort *);</p> <p>FUNCTION This function attaches a message port structure to the system's public message port list, where it can be found by the FindPort() function. The name and priority fields of the port structure must be initialized prior to calling this function. If the user does not require the priority field, it should be initialized to zero.</p> <p>Only ports that will be searched for with FindPort() need to be added to the system list. In addition, adding ports is often useful during debugging. If the port will be searched for, the priority field should be at least 1 (to avoid the large number of inactive ports at priority zero). If the port will be searched for often, set the priority in the 50-100 range (so it will be before other less used ports).</p> <p>Once a port has been added to the naming list, you must be careful to remove the port from the list (via RemPort) before deallocating its memory.</p> <p>NOTE A point of confusion is that clearing a MsgPort structure to all zeros is not enough to prepare it for use. As mentioned in the Exec chapter of the ROM Kernel Manual, the List for the MsgPort must be initialized. This is automatically handled by AddPort(), and amiga.lib/CreatePort. This initialization can be done manually with amiga.lib/NewList or the assembly NEWMIST macro.</p> <p>INPUTS port - pointer to a message port</p> <p>SEE ALSO RemPort, FindPort, amiga.lib/CreatePort, amiga.lib/NewList</p>	<p>NAME AddResource -- add a resource to the system</p> <p>SYNOPSIS AddResource(resource) Al void AddResource(APTR);</p> <p>FUNCTION This function adds a new resource to the system and makes it available to other users. The resource must be ready to be called at this time.</p> <p>Resources currently have no system-imposed structure, other than starting with a standard Exec node or Library structure.</p> <p>INPUTS resource - pointer to an initialized resource node</p> <p>SEE ALSO RemResource, OpenResource</p>		

<p>exec.library/AddSemaphore</p> <p>NAME AddSemaphore -- add a signal semaphore to the system</p> <p>SYNOPSIS <code>AddSemaphore(signalSemaphore)</code> Al <code>void AddSemaphore(struct SignalSemaphore *);</code></p> <p>FUNCTION This function attaches a signal semaphore structure to the system's public signal semaphore list. The name and priority fields of the semaphore structure must be initialized prior to calling this function. If you do not want to let others rendezvous with this semaphore, use <code>InitSemaphore()</code> instead.</p> <p>If a semaphore has been added to the naming list, you must be careful to remove the semaphore from the list (via <code>RemSemaphore()</code>) before deallocating its memory.</p> <p>Semaphores that are linked together in an allocation list (which <code>ObtainSemaphoreList()</code> would use) may not be added to the system naming list, because the facilities use the link field of the signal semaphore in incompatible ways</p> <p>INPUTS <code>signalSemaphore</code> -- an signal semaphore structure</p> <p>BUGS Does not work in Kickstart V33/34. Instead use this code:</p> <pre>#include "exec/execbase.h" ... void AddSemaphore(s) struct SignalSemaphore *s; { InitSemaphore(s); Forbid(); Enqueue(&SysBase->SemaphoreList,s); Permit(); }</pre> <p>SEE ALSO <code>RemSemaphore</code>, <code>FindSemaphore</code>, <code>InitSemaphore</code></p>	<p>exec.library/AddTail</p> <p>exec.library/AddTail</p> <p>NAME AddTail -- append node to tail of a list</p> <p>SYNOPSIS <code>AddTail(list, node)</code> A0 Al <code>void AddTail(struct List *, struct Node *);</code></p> <p>FUNCTION Add a node to the tail of a doubly linked list. Assembly programmers may prefer to use the <code>ADDTAIL</code> macro from "exec/lists.i".</p> <p>WARNING This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.</p> <p>INPUTS <code>list</code> - a pointer to the target list header <code>node</code> - a pointer to the node to insert at tail of the list</p> <p>SEE ALSO <code>AddHead</code>, <code>Enqueue</code>, <code>Insert</code>, <code>Remove</code>, <code>RemHead</code>, <code>RemTail</code></p>
--	--

exec.library/AddTask	exec.library/AddTask	exec.library/Alert	exec.library/Alert
<p>NAME AddTask -- add a task to the system</p> <p>SYNOPSIS AddTask(task, initialPC, finalPC) A1 A2 A3 void AddTask(struct Task *, APTR, APTR);</p> <p>FUNCTION Add a task to the system. A reschedule will be run; the task with the highest priority in the system will start to execute (this may or may not be the new task). Certain fields of the task control block must be initialized and a stack allocated prior to calling this function. The absolute smallest stack that is allowable is something in the range of 100 bytes, but in general the stack size is dependent on what subsystems are called. In general 256 bytes is sufficient if only Exec is called, and 4K will do if anything in the system is called. DO NOT UNDERESTIMATE. If you use a stack sniffing utility, leave a healthy pad above the minimum value. This function will temporarily use space from the new task's stack for the task's initial set of registers. This space is allocated starting at the SPREG location specified in the task control block (not from SPUPPER). This means that a task's stack may contain static data put there prior to its execution. This is useful for providing initialized global variables or some tasks may want to use this space for passing the task its initial arguments. A task's initial registers are set to zero (except the PC). The TC_MEMENTRY field of the task structure may be extended by the user to hold additional MemLists (as returned by AllocEntry()). These will be automatically be deallocated at RemTask() time. If the code you have used to start the task has already added something to the MEMENTRY list, simply use AddHead to add your new MemLists in. If no initialization has been done, a NewList will need to be performed.</p> <p>NOTE AddTask clears out TC_FLAGS.</p> <p>INPUTS task - pointer to the task control block (TCB) initialPC - the initial entry point's address finalPC - the finalization code entry point's address. If zero, the system will use a general finalizer. This pointer is placed on the stack as if it were the outermost return address.</p> <p>WARNING Tasks are a low-level building block, and are unable to call dos.library, or any system routine that might call dos.library. See the AmigaOS CreateProc() for information on Processes.</p> <p>SEE ALSO RemTask, FindTask, amiga.lib/CreateTask, dos/CreateProc, amiga.lib/NewList</p>	<p>NAME Alert -- alert the user of an error</p> <p>SYNOPSIS Alert(alertNum, parameters) D7 A5 void Alert(ULONG, APTR);</p> <p>FUNCTION Alerts the user of a serious system problem. This function will bring the system to a grinding halt, and do whatever is necessary to present the user with a message stating what happened. Interrupts are disabled, and an attempt to post the alert is made. If that fails, the system is reset. When the system comes up again, Exec notices the cause of the failure and tries again to post the alert. If the Alert is a recoverable type, this call MAY return. This call may be made at any time, including interrupts.</p> <p>INPUT alertNum - a number indicating the particular alert parameters - currently points to the number that forms the second part of a "Guru meditation" message. Typically this is a pointer to the task that was active at the time of the problem.</p> <p>NOTE Much more needs to be said about this function and its implications.</p> <p>SEE ALSO exec/alerts.h</p>		

exec.library/AllocAbs	exec.library/AllocAbs	exec.library/Allocate	exec.library/Allocate
<p>NAME AllocAbs -- allocate at a given location</p> <p>SYNOPSIS <code>memoryBlock = AllocAbs(byteSize, location)</code> <code>D0 D0 A1</code> <code>void *AllocAbs(ULONG, APTR);</code></p> <p>FUNCTION This function attempts to allocate memory at a given absolute memory location. Often this is used by boot-surviving entities such as recoverable ram-disks. If the memory is already being used, or if there is not enough memory to satisfy the request, AllocAbs will return NULL.</p> <p>This block may not be exactly the same as the requested block because of rounding, but if the return value is non-zero, the block is guaranteed to contain the requested range.</p> <p>INPUTS <code>byteSize</code> - the size of the desired block in bytes This number is rounded up to the next larger block size for the actual allocation. <code>location</code> - the address where the memory MUST be.</p> <p>RESULT <code>memoryBlock</code> - a pointer to the newly allocated memory block, or NULL if failed.</p> <p>NOTE If the free list is corrupt, the system will panic with alert AN_MemCorrupt, \$81000005.</p> <p>SEE ALSO AllocMem, FreeMem</p>	<p>NAME Allocate - allocate a block of memory</p> <p>SYNOPSIS <code>memoryBlock=Allocate(MemHeader, byteSize)</code> <code>D0 A0 D0</code> <code>void *Allocate(struct MemHeader *, ULONG);</code></p> <p>FUNCTION This function is used to allocate blocks of memory from a given private free memory pool (as specified by a MemHeader and its memory chunk list). Allocate will return the first free block that is greater than or equal to the requested size.</p> <p>All blocks, whether free or allocated, will be block aligned; hence, all allocation sizes are rounded up to the next block even value (e.g. the minimum allocation resolution is currently 8 bytes).</p> <p>This function can be used to manage an application's internal data memory. Note that no arbitration of the MemHeader and associated free chunk list is done. You must be the owner before calling Allocate.</p> <p>INPUTS <code>freeList</code> - points to the memory list header <code>byteSize</code> - the size of the desired block in bytes</p> <p>RESULT <code>memoryBlock</code> - a pointer to the just allocated free block. If there are no free regions large enough to satisfy the request, return zero.</p> <p>EXAMPLE</p> <pre>#include "exec/types.h" #include "exec/memory.h" void *AllocMem(); #define BLOCKSIZE 4000L /* or whatever you want */ void main() { struct MemHeader *mh; struct MemChunk *mc; APTR block1; APTR block2; /* Get the MemHeader needed to keep track of our new block */ mh = (struct MemHeader *)AllocMem((long)sizeof(struct MemHeader), MEMF_CLEAR); if(!mh) exit(10); /* Get the actual block the above MemHeader will manage */ mc = (struct MemChunk *)AllocMem(BLOCKSIZE, 0L); if(!mc) { FreeMem(mh, (long)sizeof(struct MemHeader)); exit(10); } mh->mh_Node.ln_Type = NT_MEMORY; mh->mh_Node.ln_Name = "mynname"; mh->mh_First = mc; mh->mh_Lower = (APTR) mc; mh->mh_Upper = (APTR) (BLOCKSIZE + (ULONG) mc); mh->mh_Free = BLOCKSIZE; /* Set up first chunk in the freelist */ mc->mc_Next = NULL; mc->mc_Bytes = BLOCKSIZE;</pre>		

```

block1 = (APTR) Allocate( mh, 20L );
block2 = (APTR) Allocate( mh, 314L );
printf("mh=%lx mc=%lx\n", mh,mc);
printf("Block1=%lx, Block2=%lx\n",block1,block2);

FreeMem( mh, (long)sizeof(struct MemHeader) );
FreeMem( mc, BLOCKSIZE );
}

```

NOTE
If the free list is corrupt, the system will panic with alert
`AN_MemCorrupt, $81000005.`

SEE ALSO
`Deallocate`

exec.library/AllocEntry exec.library/AllocEntry

NAME
`AllocEntry` — allocate many regions of memory

SYNOPSIS
`memList = AllocEntry(memList)`
`D0 A0`
`struct MemList *AllocEntry(struct MemList *);`

FUNCTION
This routine takes a `memList` structure and allocates enough memory to hold the required memory as well as a `MemList` structure to keep track of it.

These `MemList` structures may be linked together in a task control block to keep track of the total memory usage of this task. (See the description of `TC_MEMENTRY` under `ReqTask`).

INPUTS
`memList` — A `MemList` structure filled in with `MemEntry` structures.

RESULTS
`memList` — A different `MemList` filled in with the actual memory allocated in the `me_Addr` field, and their sizes in `me_Length`. If enough memory cannot be obtained, then the requirements of the allocation that failed is returned and bit 31 is set.

EXAMPLES
The user wants five regions of 2, 4, 8, 16, and 32 bytes in size with requirements of `MEMF_CLEAR`, `MEMF_PUBLIC`, `MEMF_CHIP!MEMF_CLEAR`, `MEMF_FAST!MEMF_CLEAR`, and `MEMF_PUBLIC!MEMF_CLEAR` respectively. The following code fragment would do that:

```

MemListDecl:
    DS.B   LN_SIZE          * reserve space for list node
    DC.W   5                 * number of entries
    DC.L   MEMF_CLEAR        * entry #0
    DC.L   2
    DC.L   MEMF_PUBLIC       * entry #1
    DC.L   4
    DC.L   MEMF_CHIP!MEMF_CLEAR * entry #2
    DC.L   8
    DC.L   MEMF_FAST!MEMF_CLEAR * entry #3
    DC.L   16
    DC.L   MEMF_PUBLIC!MEMF_CLEAR * entry #4
    DC.L   32

```

```

start:
    LEA.L  MemListDecl(PC),A0
    JSR    _LVOAllocEntry(a6)
    BCLR.L #31,D0
    BEQ.S  success

```

----- Type of memory that we failed on is in D0

BUGS
If any one of the allocations fails, this function fails to back out fully. This is fixed by the "SetPatch" program on V1.3 Workbench disks.

SEE ALSO
`exec/memory.h`

exec.library/AllocMem

exec.library/AllocMem

NAME

AllocMem -- allocate memory given certain requirements

SYNOPSIS

```
memoryBlock = AllocMem(byteSize, attributes)
D0          D0      D1
void *AllocMem(ULONG, ULONG);
```

FUNCTION

This is the memory allocator to be used by system code and applications. It provides a means of specifying that the allocation should be made in a memory area accessible to the chips, or accessible to shared system code.

Memory is allocated based on requirements and options. Any "requirement" must be met by a memory allocation, any "option" will be applied to the block regardless. AllocMem will try all memory spaces until one is found with the proper requirements and room for the memory request.

INPUTS

byteSize - the size of the desired block in bytes. This number is rounded up to the next larger memory chunk size for the actual allocation. The chunk size is guaranteed to be at least 8.

attributes -
requirements

MEMF_CHIP: Only certain parts of memory are reachable by the special chip sets' DMA circuitry. Anything that will use on-chip DMA *MUST* be in memory with this attribute. DMA includes screen memory, things that are blitted, audio blocks, sprites and trackdisk.device buffers.

MEMF_FAST: This is non-chip memory. It is possible for the processor to get locked out of chip memory under certain conditions. If one cannot accept these delays, then one should use FAST memory (by default the system will allocate from FAST memory first anyway).

This is rarely specified, since it would cause incompatibility with non-expanded machines.

MEMF_PUBLIC: Memory must not be mapped, swapped, or otherwise made non-addressable. ALL MEMORY THAT IS REFERENCED VIA INTERRUPTS AND/OR BY OTHER TASKS MUST BE EITHER PUBLIC OR LOCKED INTO MEMORY! This includes both code and data.

options

MEMF_CLEAR: The memory will be initialized to all zeros.

RESULT

memoryBlock - a pointer to the newly allocated block. If there are no free regions large enough to satisfy the request (or if the amount of requested memory is invalid), return zero.

WARNING

The result of any memory allocate MUST be checked, and a viable error handling path taken. ANY allocation may fail if memory has

been filled.

EXAMPLES

AllocMem(321, MEMF_CHIP) - private chip memory
AllocMem(25, MEMF_PUBLIC | MEMF_CLEAR) - a cleared "public" system structure that does not require chip memory.

NOTE

If the free list is corrupt, the system will panic with alert AN_MemCorrupt, \$81000005.

This function may not be called from interrupts.

SEE ALSO

FreeMem

exec.library/AllocSignal

exec.library/AllocSignal

NAME
AllocSignal -- allocate a signal bit

SYNOPSIS
signalNum = AllocSignal(signalNum)
D0
D0
BYTE AllocSignal(LONG);

FUNCTION
Allocate a signal bit from the current tasks' pool. Either a particular bit, or the next free bit may be allocated. The signal associated with the bit will be properly initialized (cleared). At least 16 user signals are available per task. Signals should be deallocated before the task exits.

If the signal is already in use (or no free signals are available) a -1 is returned.

This function can only be used by the currently running task.

WARNING
Signals may not be allocated or freed from exception handling code.

INPUTS
signalNum - the desired signal number {of 0..31} or -1 for no preference.

RESULTS
signalNum - the signal bit number allocated [0..31]. If no signals are available, this function returns -1.

SEE ALSO
FreeSignal

exec.library/AllocTrap

exec.library/AllocTrap

NAME
AllocTrap -- allocate a processor trap vector

SYNOPSIS
trapNum = AllocTrap(trapNum)
D0
D0
LONG AllocTrap(LONG);

FUNCTION
Allocate a trap number from the current task's pool. These trap numbers are those associated with the 68000 TRAP type instructions. Either a particular number, or the next free number may be allocated.

If the trap is already in use (or no free traps are available) a -1 is returned.

This function only affects the currently running task.

Traps are sent to the trap handler pointed at by tc_TrapCode. Unless changed by user code, this points to a standard trap handler. The stack frame of the exception handler will be:

0(SP) = Exception vector number. This will be in the range of 32 to 47 (corresponding to the Trap #1...Trap #15 instructions).
4(SP) = 68000/68010/68020/68030, etc. exception frame

tc_TrapData is not used.

WARNING
Traps may not be allocated or freed from exception handling code. You are not allowed to write to the exception table yourself. In fact, on some machines you will have trouble finding it - the VBR register may be used to remap its location.

INPUTS
trapNum - the desired trap number {of 0..15} or -1 for no preference.

RESULTS
trapNum - the trap number allocated {of 0..15}. If no traps are available, this function returns -1. Instructions of the form "Trap #trapNum" will be sent to the task's trap handler.

SEE ALSO
FreeTrap

exec.library/AttemptSemaphore	exec.library/AttemptSemaphore	exec.library/AvailMem	exec.library/AvailMem
<p>NAME AttemptSemaphore -- try to obtain without blocking</p> <p>SYNOPSIS success = AttemptSemaphore(signalSemaphore) D0 A0 LONG AttemptSemaphore(struct SignalSemaphore *);</p> <p>FUNCTION This call is similar to ObtainSemaphore(), except that it will not block if the semaphore could not be locked.</p> <p>INPUT signalSemaphore -- an initialized signal semaphore structure</p> <p>RESULT success -- TRUE if the semaphore was locked, false if some other task already possessed the semaphore.</p> <p>SEE ALSO ObtainSemaphore(), ReleaseSemaphore(), exec/semaphores.h</p>		<p>NAME AvailMem -- memory available given certain requirements</p> <p>SYNOPSIS size = AvailMem(attributes) D0 D1 ULONG AvailMem(ULONG);</p> <p>FUNCTION This function returns the amount of free memory given certain attributes.</p> <p>To find out what the largest block of a particular type is, add MEMF_LARGEST into the requirements argument.</p> <p>WARNING Due to the effect of multitasking, the value returned may not actually be the amount of free memory available at that instant.</p> <p>INPUTS requirements - a requirements mask as specified in AllocMem. Any of the AllocMem bits are valid, as is MEMF_LARGEST which returns the size of the largest block matching the requirements.</p> <p>RESULT size - total free space remaining (or the largest free block).</p> <p>EXAMPLE AvailMem(MEMF_CHIP MEMF_LARGEST); /* return size of largest available chip memory chunk */</p> <p>SEE ALSO exec/memory.h</p>	

exec.library/Cause	exec.library/Cause	exec.library/CheckIO	exec.library/CheckIO
NAME Cause -- cause a software interrupt		NAME CheckIO -- get the status of an IORequest	
SYNOPSIS Cause(interrupt) Al void Cause(struct Interrupt *);		SYNOPSIS result = CheckIO(iOREquest) D0 Al BOOL CheckIO(struct IORequest *);	
FUNCTION This function causes a software interrupt to occur. If it is called from user mode (and processor level 0), the software interrupt will preempt the current task. This call is often used by high-level hardware interrupts to defer medium-length processing down to a lower interrupt level. Note that a software interrupt is still a real interrupt, and must obey the same restrictions on what system routines it may call.		FUNCTION This function determines the current state of an I/O request and returns FALSE if the I/O has not yet completed. This function effectively hides the internals of the I/O completion mechanism.	
Currently only 5 software interrupt priorities are implemented: -32, -16, 0, +16, and +32. Priorities in between are truncated, values outside the -32/+32 range are not allowed.		CheckIO will NOT remove the returned IORequest from the reply port. This is best performed with WaitIO(). If the request has already completed, WaitIO() will return quickly. Use of the Remove() function is dangerous, since other tasks may still be adding things to your message port; a Disable() would be required.	
NOTE When setting up the Interrupt structure, set the node type to NT_INTERRUPT.		This function should NOT be used to busy loop (looping until IO is complete). WaitIO() is provided for that purpose.	
IMPLEMENTATION 1> Checks if the node type is NT_SOFTINT. If so does nothing since the softint is already pending. No nest count is maintained. 2> Sets the node type to NT_SOFTINT. 3> Links into one of the 5 priority queues. 4> Pokes the hardware interrupt bit used for softints.		INPUTS iOREquest - pointer to an I/O request block	
The node type returns to NT_INTERRUPT after removal from the list.		RESULTS result - null if I/O is still in progress. Otherwise D0 points to the IORequest block.	
INPUTS interrupt - pointer to a properly initialized interrupt node		SEE ALSO DoIO, SendIO, WaitIO, AbortIO	

exec.library/CloseDevice	exec.library/CloseDevice	exec.library/CloseLibrary	exec.library/CloseLibrary
<p>NAME CloseDevice -- conclude access to a device</p> <p>SYNOPSIS CloseDevice(iOREquest) Al void CloseDevice(struct IORequest *);</p> <p>FUNCTION This function informs the device that access to a device/unit previously opened has been concluded. The device may perform certain house-cleaning operations.</p> <p>The user must ensure that all outstanding IORequests have been returned before closing the device. The AbortIO function can kill any stragglers.</p> <p>After a close, the I/O request structure is free to be reused.</p> <p>INPUTS iOREquest - pointer to an I/O request structure</p> <p>SEE ALSO OpenDevice</p>	<p>NAME CloseDevice -- conclude access to a device</p> <p>SYNOPSIS CloseDevice(iOREquest) Al void CloseDevice(struct IORequest *);</p> <p>FUNCTION This function informs the system that access to the given library has been concluded. The user must not reference the library or any routine in the library after this close.</p> <p>INPUTS library - pointer to a library node</p> <p>SEE ALSO OpenLibrary</p>	<p>NAME CloseLibrary -- conclude access to a library</p> <p>SYNOPSIS CloseLibrary(library) Al void CloseLibrary(struct Library *);</p> <p>FUNCTION This function informs the system that access to the given library has been concluded. The user must not reference the library or any routine in the library after this close.</p>	<p>NAME CloseLibrary -- conclude access to a library</p> <p>SYNOPSIS CloseLibrary(library) Al void CloseLibrary(struct Library *);</p> <p>FUNCTION This function informs the system that access to the given library has been concluded. The user must not reference the library or any routine in the library after this close.</p>

exec.library/CopyMem	exec.library/CopyMem	exec.library/CopyMemQuick	exec.library/CopyMemQuick
<p>NAME CopyMem - general purpose memory copy routine</p> <p>SYNOPSIS CopyMem(source, dest, size) A0 A1 D0 void CopyMem(APTR,APTR,ULONG);</p> <p>FUNCTION CopyMem is a general purpose, fast memory copy routine. It can deal with arbitrary lengths, with its pointers on arbitrary alignments. It attempts to optimize larger copies with more efficient copies, it uses byte copies for small moves, parts of larger copies, or the entire copy if the source and destination are misaligned with respect to each other.</p> <p>Arbitrary overlapping copies are not supported.</p> <p>The internal implementation of this routine will change from system to system, and may be implemented via hardware DMA.</p> <p>INPUTS source - a pointer to the source data region dest - a pointer to the destination data region size - the size (in bytes) of the memory area</p> <p>SEE ALSO CopyMemQuick</p>	<p>NAME CopyMemQuick - optimized memory copy routine</p> <p>SYNOPSIS CopyMemQuick(source, dest, size) A0 A1 D0 void CopyMem(ULONG *,ULONG *,ULONG);</p> <p>FUNCTION CopyMemQuick is a highly optimized memory copy routine, with restrictions on the size and alignment of its arguments. Both the source and destination pointers must be longword aligned. In addition, the size must be an integral number of longwords (e.g. the size must be evenly divisible by four).</p> <p>Arbitrary overlapping copies are not supported.</p> <p>The internal implementation of this routine will change from system to system, and may be implemented via hardware DMA.</p> <p>INPUTS source - a pointer to the source data region, long aligned dest - a pointer to the destination data region, long aligned size - the size (in bytes) of the memory area</p> <p>SEE ALSO CopyMem</p>		

exec.library/Deallocate	exec.library/Deallocate	exec.library/Debug	exec.library/Debug
<p>NAME Deallocate -- deallocate a block of memory</p> <p>SYNOPSIS <code>Deallocate(MemHeader, memoryBlock, byteSize)</code> A0 A1 D0 void Deallocate(struct MemHeader *,APTR,ULONG);</p> <p>FUNCTION This function deallocates memory by returning it to the appropriate private free memory pool. This function can be used to free an entire block allocated with the above function, or it can be used to free a sub-block of a previously allocated block. Sub-blocks must be an even multiple of the memory chunk size (currently 8 bytes). This function can even be used to add a new free region to an existing MemHeader, however the extent pointers in the MemHeader will no longer be valid. If memoryBlock is not on a block boundary (MEM_BLOCKSIZE) then it will be rounded down in a manner compatible with Allocate(). Note that this will work correctly with all the memory allocation routines, but may cause surprises if one is freeing only part of a region. The size of the block will be rounded up, so the freed block will fill to an even memory block boundary.</p> <p>INPUTS freeList - points to the free list memoryBlock - memory block to return byteSize - the size of the desired block in bytes. If NULL, nothing happens.</p> <p>SEE ALSO Allocate</p>	<p>NAME Debug -- run the system debugger</p> <p>SYNOPSIS <code>void Debug(OL);</code> D0</p> <p>FUNCTION This function calls the system debugger. By default this debugger is "ROM-WACK". Other debuggers are encouraged to take over this entry point (via SetFunction()) so that when an application calls Debug(), the alternative debugger will get control. Currently a zero is passed to allow future expansion.</p> <p>NOTE The Debug() call may be made when the system is in a questionable state; if you have a SetFunction() patch, make few assumptions, be prepared for Supervisor mode, and be aware of differences in the Motorola stack frames on the 68000,'10,'20, and '30.</p> <p>SEE ALSO SetFunction your favorite debugger's manual the ROM-WACK chapter of the ROM Kernel Manual</p>		

exec.library/Disable**exec.library/Disable**

NAME
Disable -- disable interrupt processing.

SYNOPSIS
`Disable();`
`void Disable(void);`

FUNCTION
Prevents interrupts from being handled by the system, until a matching Enable() is executed. Disable() implies Forbid().

RESULTS
All interrupt processing is deferred until the task executing makes a call to Enable() or is placed in a wait state. Normal task rescheduling does not occur while interrupts are disabled. In order to restore normal interrupt processing, the programmer must execute exactly one call to Enable() for every call to Disable().

IMPORTANT REMINDER:

It is important to remember that there is a danger in using disabled sections. Disabling interrupts for more than ~250 microseconds will prevent vital system functions (especially serial I/O) from operating in a normal fashion.

Think twice before using Disable(), then think once more. After all that, think again. With enough thought, the need for a Disable() can often be eliminated. Do not use a macro for Disable(), insist on the real thing.

This call may be made from interrupts, it will have the effect of locking out all higher-level interrupts (lower-level interrupts are automatically disabled by the CPU).

WARNING

In the event of a task entering a Wait after disabling interrupts, the system "breaks" the forbidden state and runs normally until the task which called Forbid() is rescheduled.

If caution is not taken, this can cause subtle bugs, since any device or DOS call will (in effect) cause your task to wait.

SEE ALSO

Forbid, Permit, Enable

exec.library/DoIO**exec.library/DoIO**

NAME
DoIO -- perform an I/O command and wait for completion

SYNOPSIS
`error = DoIO(iORequest)`
`D0 Al`
`BYTE DoIO(struct IORequest *);`

FUNCTION
This function requests a device driver to perform the I/O command specified in the I/O request. This function will always wait until the I/O request is fully complete.

IMPLEMENTATION

This function first tries to complete the IO via the "Quick I/O" mechanism. The io_Flags field is always set to IOF_QUICK (0x01) before the internal device call.

INPUTS

iORequest - pointer to an IORequest initialized by OpenDevice()

RESULTS

error - a sign-extended copy of the io_Error field of the IORequest. Most device commands require that the error return be checked.

SEE ALSO

SendIO, CheckIO, WaitIO, AbortIO, amiga.lib/BeginIO

exec.library/Enable	exec.library/Enable	exec.library/Enqueue	exec.library/Enqueue
<p>NAME Enable -- permit system interrupts to resume.</p> <p>SYNOPSIS <code>Enable();</code> <code>void Enable(void);</code></p> <p>FUNCTION Allow system interrupts to again occur normally, after a matching <code>Disable()</code> has been executed.</p> <p>RESULTS Interrupt processing is restored to normal operation. The programmer must execute exactly one call to <code>Enable()</code> for every call to <code>Disable()</code>.</p> <p>SEE ALSO <code>Forbid</code>, <code>Permit</code>, <code>Disable</code></p>		<p>NAME Enqueue -- insert or append node to a system queue</p> <p>SYNOPSIS <code>Enqueue(list, node)</code> <code> A0 A1</code> <code>void Enqueue(struct List *, struct Node *);</code></p> <p>FUNCTION Insert or append a node into a system queue. The insert is performed based on the node priority -- it will keep the list properly sorted. New nodes will be inserted in front of the first node with a lower priority. Hence a FIFO queue for nodes of equal priority</p> <p>WARNING This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.</p> <p>INPUTS <code>list</code> - a pointer to the system queue header <code>node</code> - the node to enqueue</p> <p>SEE ALSO <code>AddHead</code>, <code>AddTail</code>, <code>Insert</code>, <code>Remove</code>, <code>RemHead</code>, <code>RemTail</code></p>	

exec.library/FindName

exec.library/FindName

NAME
FindName -- find a system list node with a given name

SYNOPSIS

```
node = FindName(start, name)
D0      A0      A1
struct Node *FindName(struct List *,char *);
```

FUNCTION

Traverse a system list until a node with the given name is found.
To find multiple occurrences of a string, this function may be called with a node starting point.

No arbitration is done for access to the list! If multiple tasks access the same list, an arbitration mechanism such as SignalSemaphores must be used.

INPUTS

start - a list header or a list node to start the search
(if node, this one is skipped)
name - a pointer to a name string terminated with null

RESULTS

node - a pointer to the node with the same name else zero to indicate that the string was not found.

exec.library/FindPort

NAME
FindPort -- find a given system message port

SYNOPSIS

```
port = FindPort(name)
D0      A1
struct MsgPort *FindPort(char *);
```

FUNCTION

This function will search the system message port list for a port with the given name. The first port matching this name will be returned. No arbitration of the port list is done. This function MUST be protected with A Forbid()/Permit() pair!

EXAMPLE

```
#include "exec/types.h"
struct MsgPort *FindPort();

ULONG SafePutToPort(message, portname)
struct Message *message;
char           *portname;
{
    struct MsgPort *port;

    Forbid();
    port = FindPort(portname);
    if (port)
        PutMsg(port,message);
    Permit();
    return((ULONG)port); /* If zero, the port has gone away */
}
```

INPUT

name - name of the port to find

RETURN

port - a pointer to the message port, or zero if not found.

exec.library/FindPort

exec.library/FindResident	exec.library/FindResident	exec.library/FindSemaphore	exec.library/FindSemaphore
<p>NAME FindResident -- find a resident module by name</p> <p>SYNOPSIS <code>resident = FindResident(name)</code> <code>D0 A1</code> <code>struct Resident *FindResident(char *);</code></p> <p>FUNCTION Find the resident tag with the given name. If found return a pointer to the resident tag structure, else return zero.</p> <p>Resident modules are used by the system to pull all its parts together at startup. Resident tags are also found in disk based devices and libraries.</p> <p>INPUTS name - pointer to name string</p> <p>RESULT resident - pointer to the resident tag structure or zero if none found.</p> <p>SEE ALSO exec/resident.h</p>		<p>NAME FindSemaphore -- find a given system signal semaphore</p> <p>SYNOPSIS <code>signalSemaphore = FindSemaphore(name)</code> <code>D0 A1</code> <code>struct SignalSemaphore *FindSemaphore(char *);</code></p> <p>FUNCTION This function will search the system signal semaphore list for a semaphore with the given name. The first semaphore matching this name will be returned.</p> <p>INPUT name - name of the semaphore to find</p> <p>RESULT semaphore - a pointer to the signal semaphore, or zero if not found.</p> <p>BUGS This routine does not arbitrate for access to the semaphore list, surround the call with a Forbid()/Permit() pair.</p>	

exec.library/FindTask	exec.library/FindTask	exec.library/Forbid	exec.library/Forbid
<p>NAME FindTask -- find a task with the given name or find oneself</p> <p>SYNOPSIS task = FindTask(name) D0 A1 struct Task *FindTask(char *);</p> <p>FUNCTION This function will check all task queues for a task with the given name, and return a pointer to its task control block. If a NULL name pointer is given a pointer to the current task will be returned.</p> <p>Finding oneself with a NULL for the name is very quick. Finding a task by name is very system expensive, and will disable interrupts for a long time.</p> <p>INPUT name - pointer to a name string</p> <p>RESULT task - pointer to the task (or Process)</p>		<p>NAME Forbid -- forbid task rescheduling.</p> <p>SYNOPSIS Forbid() void Forbid(void);</p> <p>FUNCTION Prevents other tasks from being scheduled to run by the dispatcher, until a matching Permit() is executed, or this task is scheduled to Wait. Interrupts are NOT disabled.</p> <p>RESULTS The current task will not be rescheduled as long as it is ready to run. In the event that the current task enters a wait state, other tasks may be scheduled. Upon return from the wait state, the original task will continue to run without disturbing the Forbid().</p> <p>Calls to Forbid() nest. In order to restore normal task rescheduling, the programmer must execute exactly one call to Permit() for every call to Forbid().</p> <p>WARNING In the event of a task entering a Wait after a Forbid(), the system "breaks" the forbidden state and runs normally until the task which called Forbid() is rescheduled. If caution is not taken, this can cause subtle bugs, since any device or DOS call will (in effect) cause your task to wait. Forbid() is not useful or safe from within an interrupt routine (Since interrupts are always higher priority than tasks, and since interrupts are allowed interrupt a Forbid()).</p> <p>SEE ALSO Permit, Disable</p>	

exec.library/FreeEntry	exec.library/FreeEntry	exec.library/FreeMem	exec.library/FreeMem
<p>NAME FreeEntry -- free many regions of memory</p> <p>SYNOPSIS FreeEntry(memList) A0 void FreeEntry(struct MemList *);</p> <p>FUNCTION This routine takes a memList structure (as returned by AllocEntry) and frees all the entries.</p> <p>INPUTS memList -- pointer to structure filled in with MemEntry structures</p> <p>SEE ALSO AllocEntry</p>		<p>NAME FreeMem -- deallocate with knowledge</p> <p>SYNOPSIS FreeMem(memoryBlock, byteSize) A1 D0 void FreeMem(void *, ULONG);</p> <p>FUNCTION Free a region of memory, returning it to the system pool from which it came. Freeing partial blocks back into the system pool is unwise.</p> <p>NOTE If a block of memory is freed twice, the system will GURU. The Alert is AN_FreeTwice (\$81000009). Future versions may add more sanity checks to the memory lists.</p> <p>INPUTS memoryBlock - memory block to free If the memoryBlock previously returned by an allocation routine. byteSize - the size of the block in bytes</p> <p>SEE ALSO AllocMem</p>	

<p>exec.library/FreeSignal</p> <p>NAME FreeSignal -- free a signal bit</p> <p>SYNOPSIS FreeSignal(signalNum) D0 FreeSignal(ULONG);</p> <p>FUNCTION This function frees a previously allocated signal bit for reuse. This call must be performed while running in the same task in which the signal was allocated.</p> <p>WARNING Signals may not be allocated or freed from exception handling code.</p> <p>INPUTS signalNum - the signal number to free {0..31}</p>	<p>exec.library/FreeSignal</p> <p>exec.library/FreeTrap</p> <p>NAME FreeTrap -- free a processor trap</p> <p>SYNOPSIS FreeTrap(trapNum) D0 void FreeTrap(ULONG);</p> <p>FUNCTION This function frees a previously allocated trap number for reuse. This call must be performed while running in the same task in which the trap was allocated.</p> <p>WARNING Traps may not be allocated or freed from exception handling code.</p> <p>INPUTS trapNum - the trap number to free {of 0..15}</p>
--	---

exec.library/GetCC	exec.library/GetCC	exec.library/GetMsg	exec.library/GetMsg
<p>NAME GetCC -- get condition codes in a 68010 compatible way.</p> <p>SYNOPSIS conditions = GetCC() D0 UWORD = GetCC(void);</p> <p>FUNCTION The 68000 processor has a "MOVE SR,<ea>" instruction which gets a copy of the processor condition codes. On the 68010,20 and 30 CPUs, "MOVE SR,<ea>" is privileged. User code will trap if it is attempted. These processors need to use the "MOVE CCR,<ea>" instruction instead. This function provides a means of obtaining the CPU condition codes in a manner that will make upgrades transparent. This function is very short and quick.</p> <p>RESULTS conditions - the 680XX condition codes</p>	<p>NAME GetMsg -- get next message from a message port</p> <p>SYNOPSIS message = GetMsg(port) D0 A0 struct Message *GetMsg(struct MsgPort *);</p> <p>FUNCTION This function receives a message from a given message port. It provides a fast, non-copying message receiving mechanism. The received message is removed from the message port. This function will not wait. If a message is not present this function will return zero. If a program must wait for a message, it can Wait() on the signal specified for the port or use the WaitPort() function. There can only be one task waiting for any given port. Getting a message does not imply to the sender that the message is free to be reused by the sender. When the receiver is finished with the message, it may ReplyMsg() it back to the sender.</p> <p>Getting a signal does NOT always imply a message is ready. More than one message may arrive per signal, and signals may show up without messages. Typically you must loop to GetMsg() until it returns zero, then Wait() or WaitPort().</p> <p>INPUT port - a pointer to the receiver message port</p> <p>RESULT message - a pointer to the first message available. If there are no messages, return zero. Callers must be prepared for zero at any time.</p> <p>SEE ALSO PutMsg, ReplyMsg, WaitPort, Wait, exec/ports.h</p>		

exec.library/InitCode	exec.library/InitCode	exec.library/InitResident	exec.library/InitResident
<p>NAME InitCode - initialize resident code modules</p> <p>SYNOPSIS InitCode(startClass, version) D0 D1 void InitCode(ULONG,ULONG);</p> <p>FUNCTION Initialize all resident modules with the given startClass and with versions equal or greater than that specified. Modules are initialized in a prioritized order.</p> <p>Resident modules are used by the system to pull all its parts together at startup. Resident tags are also found in disk based devices and libraries.</p> <p>INPUTS startClass - the class of code to be initialized: coldstart, coolstart, warmstart, ... version - a major version number</p> <p>SEE ALSO exec/resident.h</p>	<p>NAME InitResident - initialize resident module</p> <p>SYNOPSIS InitResident(resident, segList) A1 D1 void InitResident(struct Resident *,BPTR);</p> <p>FUNCTION Initialize a module (these are also called "ROM-tags"). This includes interpreting the fields of the ROM-tag, and calling the initialization hooks.</p> <p>An automatic method of library/device base and vector table initialization is also provided through the use of a such a ROM-tag (Resident) structure. In this case, the initial code hunk of the library or device should contain "MOVEQ #-l,d0; RTS;". Following that must be an initialized Resident structure including RTP_AUTOINIT in rt_Flags, and an rt_Init pointer which points to four longwords as follows:</p> <ul style="list-style-type: none"> - Size of your library/device base structure including initial Library or Device structure. - Pointer to a longword table of standard, then library specific function offsets, terminated with -1L. - Pointer to data table in exec/InitStruct format for initialization of Library or Device structure. - Pointer to library initialization routine, which will receive library/device base in d0, segment in a0, and must return non-zero to link the library/device into the device/library list. <p>SEE ALSO exec/resident.h</p>		

exec.library/InitSemaphore	exec.library/InitSemaphore	exec.library/InitStruct	exec.library/InitStruct																																						
<p>NAME InitSemaphore -- initialize a signal semaphore</p> <p>SYNOPSIS InitSemaphore(signalSemaphore) A0 void InitSemaphore(struct SignalSemaphore *);</p> <p>FUNCTION This function initializes a signal semaphore and prepares it for use. It does not allocate anything, but does initialize list pointers and the semaphore counters.</p> <p>Semaphores are often used to protect critical data structures or hardware that can only be accessed by one task at a time. After initialization, the address of the SignalSemaphore may be made available to any number of tasks. Typically a task will try to ObtainSemaphore(), passing this address in. If no other task owns the semaphore, then the call will lock and return quickly. If more tasks try to ObtainSemaphore(), they will be put to sleep. When the owner of the semaphore releases it, the next waiter in turn will be woken up.</p> <p>Semaphores are often preferable to the old-style Forbid()/Permit() type arbitration. With Forbid()/Permit() *all* other tasks are prevented from running. With semaphores, only those tasks that need access to whatever the semaphore protects are subject to waiting.</p> <p>INPUT signalSemaphore -- a signal semaphore structure (with all fields set to zero before the call)</p> <p>SEE ALSO ObtainSemaphore(), AttemptSemaphore(), ReleaseSemaphore() exec/semaphores.h</p>	<p>NAME InitSemaphore -- initialize a signal semaphore</p> <p>SYNOPSIS InitSemaphore(signalSemaphore) A0 void InitSemaphore(struct SignalSemaphore *);</p> <p>FUNCTION This function initializes a signal semaphore and prepares it for use. It does not allocate anything, but does initialize list pointers and the semaphore counters.</p> <p>Semaphores are often used to protect critical data structures or hardware that can only be accessed by one task at a time. After initialization, the address of the SignalSemaphore may be made available to any number of tasks. Typically a task will try to ObtainSemaphore(), passing this address in. If no other task owns the semaphore, then the call will lock and return quickly. If more tasks try to ObtainSemaphore(), they will be put to sleep. When the owner of the semaphore releases it, the next waiter in turn will be woken up.</p> <p>Semaphores are often preferable to the old-style Forbid()/Permit() type arbitration. With Forbid()/Permit() *all* other tasks are prevented from running. With semaphores, only those tasks that need access to whatever the semaphore protects are subject to waiting.</p> <p>INPUT signalSemaphore -- a signal semaphore structure (with all fields set to zero before the call)</p> <p>SEE ALSO ObtainSemaphore(), AttemptSemaphore(), ReleaseSemaphore() exec/semaphores.h</p>	<p>NAME InitStruct - initialize memory from a table</p> <p>SYNOPSIS InitStruct(initTable, memory, size); A1 A2 D0 void InitStruct(struct InitStruct *, APTR, ULONG);</p> <p>FUNCTION Clear a memory area except those words whose data and offset values are provided in the initialization table. Typically only assembly programs take advantage of this, and only with the macros defined in "exec/initializers.i".</p> <p>The initialization table has byte commands to</p> <pre>load a count byte word given byte once long into next rptr offset, repetitively </pre> <p>Not all combinations are supported. The offset, when specified, is relative to the memory pointer provided (Memory), and is initially zero. The initialization data (InitTable) contains byte commands whose 8 bits are interpreted as follows:</p> <table> <tr><td>ddssnnnn</td><td>dd</td><td>the destination type (and size):</td></tr> <tr><td></td><td>00</td><td>next destination, nnnn is count</td></tr> <tr><td></td><td>01</td><td>next destination, nnnn is repeat</td></tr> <tr><td></td><td>10</td><td>destination offset is next byte, nnnn is count</td></tr> <tr><td></td><td>11</td><td>destination offset is next rptr, nnnn is count</td></tr> <tr><td>ss</td><td>ss</td><td>the size and location of the source:</td></tr> <tr><td></td><td>00</td><td>long, from the next two aligned words</td></tr> <tr><td></td><td>01</td><td>word, from the next aligned word</td></tr> <tr><td></td><td>10</td><td>byte, from the next byte</td></tr> <tr><td></td><td>11</td><td>ERROR - will cause an ALERT (see below)</td></tr> <tr><td>nnnn</td><td>nnnn</td><td>the count or repeat:</td></tr> <tr><td></td><td>count</td><td>the (number+1) of source items to copy</td></tr> <tr><td></td><td>repeat</td><td>the source is copied (number+1) times.</td></tr> </table> <p>initTable commands are always read from the next even byte. Given destination offsets are always relative to memory (A2).</p> <p>The command 00000000 ends the InitTable stream: use 00010001 if you really want to copy one longword.</p> <p>24 bit APTR not supported for 68020 compatibility -- use long.</p> <p>INPUTS</p> <ul style="list-style-type: none"> initTable - the beginning of the commands and data to init Memory with. Must be on an even boundary unless only byte initialization is done. memory - the beginning of the memory to initialize. Must be on an even boundary if size is specified. size - the size of memory, which is used to clear it before initializing it via the initTable. If Size is zero, memory is not cleared before initializing. <p>We recommend an EVEN number for size; odd byte sizes may be truncated.</p> <p>SEE ALSO exec/initializers.i</p>	ddssnnnn	dd	the destination type (and size):		00	next destination, nnnn is count		01	next destination, nnnn is repeat		10	destination offset is next byte, nnnn is count		11	destination offset is next rptr, nnnn is count	ss	ss	the size and location of the source:		00	long, from the next two aligned words		01	word, from the next aligned word		10	byte, from the next byte		11	ERROR - will cause an ALERT (see below)	nnnn	nnnn	the count or repeat:		count	the (number+1) of source items to copy		repeat	the source is copied (number+1) times.
ddssnnnn	dd	the destination type (and size):																																							
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	10	byte, from the next byte																																							
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nnnn	nnnn	the count or repeat:																																							
	count	the (number+1) of source items to copy																																							
	repeat	the source is copied (number+1) times.																																							

exec.library/Insert

NAME
Insert -- insert a node into a list

SYNOPSIS

```
Insert(list, node, listNode)
    A0   A1   A2
void Insert(struct List *, struct Node *, struct Node *);
```

FUNCTION

Insert a node into a doubly linked list AFTER a given node position. Insertion at the head of a list is possible by passing a zero value for listNode, though the AddHead function is slightly faster for that special case.

WARNING

This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.

INPUTS

- list - a pointer to the target list header
- node - the node to insert
- listNode - the node after which to insert

SEE ALSO

AddHead, AddTail, Enqueue, RemHead, Remove, RemTail

exec.library/Insert**exec.library/MakeFunctions****exec.library/MakeFunctions****NAME**

MakeFunctions -- construct a function jump table

SYNOPSIS

```
tableSize = MakeFunctions(target, functionArray, funcDispBase)
    D0           A0   A1           A2
ULONG MakeFunctions(APTR,APTR,APTR);
```

FUNCTION

This function constructs a function jump table of the type used by resources, libraries, and devices. It allows the table to be built anywhere in memory, and can be used both for initialization and replacement. This function also supports function pointer compression by expanding relative displacements into absolute pointers.

INPUT

destination - the target address for the high memory end of the function jump table. Typically this will be the library base pointer.

functionArray - pointer to an array of function pointers or function displacements. If funcDispBase is zero, the array is assumed to contain absolute pointers to functions. If funcDispBase is not zero, then the array is assumed to contain word displacements to functions. In both cases, the array is terminated by a -1 (of the same size as the actual entry).

funcDispBase - pointer to the base about which all function displacements are relative. If zero, then the function array contains absolute pointers.

RESULT

tableSize - size of the new table in bytes.

SEE ALSO

exec/MakeLibrary

<p>exec.library/MakeLibrary</p> <p>NAME MakeLibrary -- construct a library</p> <p>SYNOPSIS <pre>library = MakeLibrary(vectors, structure, init, dsize, segList) D0 A0 A1 A2 D0 D1 struct Library *MakeLibrary (APTR,struct InitStruct *,APTR,ULONG,BPTR);</pre> </p> <p>FUNCTION This function is used for constructing a library vector and data area. The same call is used to make devices. Space for the library is allocated from the system's free memory pool. The size fields of the library are filled. The data portion of the library is initialized. init may point to a library specific entry point, or NULL if no call is to be made.</p> <p>INPUTS vectors - pointer to an array of function pointers or function displacements. If the first word of the array is -1, then the array contains relative word displacements (based off of vectors); otherwise, the array contains absolute function pointers. The vector list is terminated by a -1 (of the same size as the pointers).</p> <p>structure - points to an "InitStruct" data region. If NULL, then it will not be used.</p> <p>init - an entry point that will be called before adding the library to the system. If null, it will not be called. When it is called, it will be called with the libAddr in D0 and the seglist parameter in A0. The result of the init function will be the result returned by MakeLibrary. A Forbid()/Permit() pair surrounds this call.</p> <p>dsize - the size of the library data area, including the standard library node data.</p> <p>segList - pointer to an AmigaOS SegList (segment list). This is passed to a library's init code, and is used later for removing the library from memory.</p> <p>RESULT library - the reference address of the library. This is the address used in references to the library, not the beginning of the memory area allocated. If the library vector table require more system memory than is available, this function will return NULL.</p> <p>SEE ALSO InitStruct, InitResident, exec/initializers.i</p>	<p>exec.library/ObtainSemaphore</p> <p>NAME ObtainSemaphore -- gain exclusive access to a semaphore</p> <p>SYNOPSIS <pre>ObtainSemaphore(signalSemaphore) A0 void ObtainSemaphore(struct SignalSemaphore *);</pre> </p> <p>FUNCTION Signal semaphores are used to gain exclusive access to an object. ObtainSemaphore is the call used to gain this access. If another user currently has the semaphore locked the call will block until the object is available.</p> <p>If the current task already has locked the semaphore and attempts to lock it again the call will still succeed. A "nesting count" is incremented each time the current owning task of the semaphore calls ObtainSemaphore(). This counter is decremented each time ReleaseSemaphore() is called. When the counter returns to zero the semaphore is actually released, and the next waiting task is called.</p> <p>A queue of waiting tasks is maintained on the stacks of the waiting tasks. Each will be called in turn as soon as the current task releases the semaphore.</p> <p>Signal Semaphores are different than Procure()/Vacate() semaphores. The former requires less CPU time, especially if the semaphore is not currently locked. They require very little set up and user thought. The latter flavor of semaphore make no assumptions about how they are used -- they are completely general. Unfortunately they are not as efficient as signal semaphores, and require the locker to have done some setup before doing the call.</p> <p>INPUT signalSemaphore -- an initialized signal semaphore structure</p> <p>SEE ALSO InitSemaphore(), ReleaseSemaphore() AttemptSemaphore(), ObtainSemaphoreList()</p>
---	---

exec.library/ObtainSemaphoreList	exec.library/ObtainSemaphoreList	exec.library/OldOpenLibrary	exec.library/OldOpenLibrary
<p>NAME ObtainSemaphoreList -- get a list of semaphores.</p> <p>SYNOPSIS</p> <pre>ObtainSemaphoreList(list) A0 void ObtainSemaphoreList(struct List *);</pre>	<p>NAME OldOpenLibrary -- obsolete OpenLibrary</p> <p>SYNOPSIS</p> <pre>library = OldOpenLibrary(libName) D0 struct Library *OldOpenLibrary(APTR);</pre>	<p>FUNCTION Signal semaphores may be linked together into a list. This routine takes a list of these semaphores and attempts to lock all of them at once. This call is preferable to applying ObtainSemaphore() to each element in the list because it attempts to lock all the elements simultaneously, and won't deadlock if someone is attempting to lock in some other order.</p> <p>This routine assumes that only one task at a time will attempt to lock the entire list of semaphores. In other words, there needs to be a higher level lock (perhaps another signal semaphore...) that is used before someone attempts to lock the semaphore list via ObtainSemaphoreList().</p> <p>Note that deadlocks may result if this call is used AND someone attempts to use ObtainSemaphore() to lock more than one semaphore on the list. If you wish to lock more than semaphore (but not all of them) then you should obtain the higher level lock (see above)</p>	<p>The 1.0 release of the Amiga system had an incorrect version of OpenLibrary that did not check the version number during the library open. This obsolete function is provided so that object code compiled using a 1.0 system will still run.</p> <p>This exactly the same as "OpenLibrary(libName,OL);"</p>
<p>INPUT list -- a list of signal semaphores</p> <p>SEE ALSO ObtainSemaphore(), ReleaseSemaphore(), ReleaseSemaphoreList()</p>	<p>INPUTS libName - the name of the library to open</p> <p>RESULTS library - a library pointer for a successful open, else zero</p> <p>SEE ALSO CloseLibrary</p>		

exec.library/OpenDevice	exec.library/OpenDevice	exec.library/OpenLibrary	exec.library/OpenLibrary
<p>NAME OpenDevice -- gain access to a device</p> <p>SYNOPSIS <code>error = OpenDevice(devName, unitNumber, iORequest, flags)</code> <code>D0 A0 D0 A1 D1</code> <code>BYTE OpenDevice(char *, ULONG, struct IORequest *, ULONG);</code></p> <p>FUNCTION This function opens the named device/unit and initializes the given I/O request block. Specific documentation on opening procedures may come with certain devices.</p> <p>The device may exist in memory, or on disk; this is transparent to the OpenDevice caller.</p> <p>A full path name for the device name is legitimate. For example "test:devs/fred.device". This allows the use of custom devices without requiring the user to copy the device into the system's DEVS: directory.</p> <p>NOTE All calls to OpenDevice should have matching calls to CloseDevice!</p> <p>INPUTS</p> <ul style="list-style-type: none"> devName - requested device name unitNumber - the unit number to open on that device. The format of the unit number is device specific. If the device does not have separate units, send a zero. iORequest - the I/O request block to be returned with appropriate fields initialized. flags - additional driver specific information. This is sometimes used to request opening a device with exclusive access. <p>RESULTS</p> <ul style="list-style-type: none"> error - Returns a sign-extended copy of the io_Error field of the IORequest. Zero if successful, else an error code is returned. <p>BUGS AmigaDOS file names are not case sensitive, but Exec lists are. If the library name is specified in a different case than it exists on disk, unexpected results may occur.</p> <p>Tasks should not be allowed to make OpenDevice calls that will cause the device to be loaded from disk (since tasks are not allowed to make dos.library requests).</p> <p>SEE ALSO CloseDevice, DoIO, SendIO, CheckIO, AbortIO, WaitIO</p>	<p>NAME OpenLibrary -- gain access to a library</p> <p>SYNOPSIS <code>library = OpenLibrary(libName, version)</code> <code>D0 A1 D0</code> <code>struct Library *OpenLibrary(char *, ULONG);</code></p> <p>FUNCTION This function returns a pointer to a library that was previously installed into the system. If the requested library is exists, and if the library version is greater than or equal to the requested version, then the open will succeed.</p> <p>The device may exist in memory, or on disk; this is transparent to the OpenDevice caller. Only Processes are allowed to call OpenLibrary (since OpenLibrary may in turn call dos.library).</p> <p>A full path name for the library name is legitimate. For example "wp:libs/wp.library". This allows the use of custom libraries without requiring the user to copy the library into the system's LIBS: directory.</p> <p>NOTE All calls to OpenLibrary should have matching calls to CloseLibrary!</p> <p>INPUTS</p> <ul style="list-style-type: none"> libName - the name of the library to open version - the version of the library required. <p>RESULTS</p> <ul style="list-style-type: none"> library - a library pointer for a successful open, else zero <p>BUGS AmigaDOS file names are not case sensitive, but Exec lists are. If the library name is specified in a different case than it exists on disk, unexpected results may occur.</p> <p>Tasks should not be allowed to make OpenLibrary calls that will cause the library to be loaded from disk (since tasks are not allowed to make dos.library requests).</p> <p>SEE ALSO CloseLibrary</p>		

exec.library/OpenResource	exec.library/OpenResource	exec.library/Permit	exec.library/Permit
<p>NAME OpenResource -- gain access to a resource</p> <p>SYNOPSIS resource = OpenResource(resName) D0 A1 APTR OpenResource(char *);</p> <p>FUNCTION This function returns a pointer to a resource that was previously installed into the system.</p> <p>There is no CloseResource() function.</p> <p>INPUTS resName - the name of the resource requested.</p> <p>RESULTS resource - if successful, a resource pointer, else NULL</p>	<p>NAME Permit -- permit task rescheduling.</p> <p>SYNOPSIS Permit() void Permit(void);</p> <p>FUNCTION Allow other tasks to be scheduled to run by the dispatcher, after a matching Forbid() has been executed.</p> <p>RESULTS Other tasks will be rescheduled as they are ready to run. In order to restore normal task rescheduling, the programmer must execute exactly one call to Permit() for every call to Forbid().</p> <p>SEE ALSO Forbid, Disable, Enable</p>		

exec.library/Procure

exec.library/Procure

NAME

```
Procure -- bid for a message lock (semaphore)
```

SYNOPSIS

```
result = Procure(semaphore, bidMessage)
D0      A0      A1
BYTE Procure(struct Semaphore *, struct Message *);
```

FUNCTION

This function is used to obtain a message based semaphore lock. If the lock is immediate, Procure() returns a true result, and the bidMessage is not used. If the semaphore is already locked, Procure() returns false, and the task must wait for the bidMessage to arrive at its reply port.

Straight "Semaphores" use the message system. They are therefore queueable, and users may wait on several of them at the same time. This makes them more powerful than "Signal Semaphores"

INPUT

semaphore - a semaphore message port. This port is used to queue all pending lockers. This port should be initialized with the PA_IGNORE option, as the MP_SigTask field is used for a pointer to the current locker message (not a task). New semaphore ports must also have the SM_BIDS word initialized to -1. If the semaphore is public, it should be named, its priority set, and the added with AddPort. Message port priority is often used for anti-deadlock locking conventions.

RESULT

result - true when the semaphore is free. In such cases no waiting needs to be done. If false, then the task should wait at its bidMessage reply port.

BUGS

Procure() and Vacate() do not have proven reliability.

SEE ALSO

Vacate()

exec.library/PutMsg

NAME

```
PutMsg -- put a message to a message port
```

SYNOPSIS

```
PutMsg(port, message)
A0      A1
void PutMsg(struct MsgPort *, struct Message *);
```

FUNCTION

This function attaches a message to a given message port. It provides a fast, non-copying message sending mechanism.

Messages can be attached to only one port at a time. The message body can be of any size or form. Because messages are not copied, cooperating tasks share the same message memory. The sender task should not recycle the message until it has been replied by the receiver. Of course this depends on the message handling conventions setup by the involved tasks. If the ReplyPort field is non-zero, when the message is replied by the receiver, it will be sent back to that port.

Any one of the following actions can be set to occur when a message is put:

1. no special action
2. signal a given task (specified by MP_SIGTASK)
3. cause a software interrupt (specified by MP_SIGTASK)

The action is selected depending on the value found in the MP_FLAGS of the destination port.

IMPLEMENTATION

1. Sets the LN_TYPE field to "NT_MESSAGE".
2. Attaches the message to the destination port.
3. Performs the specified arrival action at the destination.

INPUT

port - pointer to a message port
message - pointer to a message

SEE ALSO

GetMsg, ReplyMsg, exec/ports.h

exec.library/RawDoFmt

exec.library/RawDoFmt

NAME

RawDoFmt -- format data into a character stream.

SYNOPSIS

```
RawDoFmt(FormatString, DataStream, PutChProc, PutChData);
    A0      A1      A2      A3
    void(char *,APTR,void (*)(),APTR);
```

FUNCTION

perform "C"-language-like formatting of a data stream, outputting the result a character at a time. Where % formatting commands are found in the FormatString, they will be replaced with the corresponding element in the DataStream. %% must be used in the string if a % is desired in the output.

INPUTS

FormatString - a "C"-language-like null terminated format string, with the following supported % options:

%[flags][width.limit][length]type

flags - only one allowed. '-' specifies left justification.
 width - field width. If the first character is a '0', the field will be padded with leading 0's.
 limit - must follow the field width, if specified
 limit - maximum number of characters to output from a string. (only valid for %s).
 length - size of input data defaults to WORD, 'l' changes this to long.
 type - supported types are:
 d - decimal
 x - hexadecimal
 s - string
 c - character

DataStream - a stream of data that is interpreted according to the format string. Often this is a pointer into the task's stack.

PutChProc - the procedure to call with each character to be output, called as:

```
PutChProc(Char, PutChData);
    D0-0:8 A3
```

the procedure is called with a null Char at the end of the format string.

PutChData - a value that is passed through to the PutChProc procedure. This is untouched by RawDoFmt, and may be modified by the PutChProc.

EXAMPLE

```
; Simple version of the C "sprintf" function. Assumes C-style
; stack-based function conventions.
;
; long eyecount;
; eyecount=2;
; sprintf(string,"%s have %ld eyes.", "Fish",eyecount);
;
; would produce "Fish have 2 eyes." in the string buffer.
;
; XDEF sprintf
;     ; ( string, format, {values} )
movem.l a2/a3/a6,-(sp)

move.l 5*4(sp),a3      ;Get the output string pointer
move.l 6*4(sp),a0      ;Get the FormatString pointer
lea.l 7*4(sp),a1        ;Get the pointer to the DataStream
lea.l stuffChar(pc),a2
```

```
move.l _AbsExecBase,a6
jsr _LVRawDoFmt(a6)
```

```
movem.l (sp)+,a2/a3/a6
rts
```

;---- PutChProc function used by RawDoFmt -----

```
stuffChar: move.b d0,(a3)+ ;Put data to output string
            rts
```

WARNING

This is the only Amiga ROM function that accepts word inputs. If your compiler defaults to longs, you will need to add a "l" to your % specification. This can get strange for characters, which must look like "%lc".

SEE ALSO

Documentation on the C language "printf" call in any C language reference book.

<p>exec.library/ReleaseSemaphore</p> <p>NAME ReleaseSemaphore -- make signal semaphore available to others</p> <p>SYNOPSIS ReleaseSemaphore(signalSemaphore) A0 void ReleaseSemaphore(struct SignalSemaphore *);</p> <p>FUNCTION ReleaseSemaphore() is the inverse of ObtainSemaphore(). It makes the semaphore lockable to other users. If tasks are waiting for the semaphore and this task is done with the semaphore then the next waiting task is signalled.</p> <p>Each ObtainSemaphore() call must be balanced by exactly one ReleaseSemaphore() call. This is because there is a nesting count maintained in the semaphore of the number of times that the current task has locked the semaphore. The semaphore is not released to other tasks until the number of releases matches the number of obtains.</p> <p>Needless to say, havoc breaks out if the task releases more times than it has obtained.</p> <p>INPUT signalSemaphore -- an initialized signal semaphore structure</p> <p>SEE ALSO ObtainSemaphore(), AttemptSemaphore()</p>	<p>exec.library/ReleaseSemaphore</p> <p>exec.library/ReleaseSemaphoreList</p> <p>NAME ReleaseSemaphoreList -- make a list of semaphores available</p> <p>SYNOPSIS ReleaseSemaphoreList(list) A0 void ReleaseSemaphoreList(struct List *);</p> <p>FUNCTION ReleaseSemaphoreList() is the inverse of ObtainSemaphoreList(). It releases each element in the semaphore list.</p> <p>Needless to say, havoc breaks out if the task releases more times than it has obtained.</p> <p>INPUT list -- a list of signal semaphores</p> <p>SEE ALSO ObtainSemaphore(), ReleaseSemaphore(), ObtainSemaphoreList() AttemptSemaphore()</p>
---	--

exec.library/RemDevice

exec.library/RemDevice

NAME
RemDevice -- remove a device from the system

SYNOPSIS
void RemDevice(device)
 Al
void RemDevice(struct Device *);

FUNCTION
This function calls the device's EXPUNGE vector, which requests that a device delete itself. The device may refuse to do this if it is busy or currently open. This is not typically called by user code.

There are certain, limited circumstances where it may be appropriate to attempt to specifically flush a certain device.
Example:

```
/* Attempts to flush the named device out of memory. */  
#include "exec/types.h"  
#include "exec/execbase.h"  
  
void FlushDevice(name)  
char *name;  
{  
struct Device *result;  
  
Forbid();  
if(result=(struct Device *)FindName(&SysBase->DeviceList,name))  
    RemDevice(result);  
Permit();  
}
```

INPUTS
device - pointer to a device node

SEE ALSO
AddLibrary

exec.library/RemHead

exec.library/RemHead

NAME
RemHead -- remove the head node from a list

SYNOPSIS
node = RemHead(list)
D0 A0
struct Node *RemHead(struct List *);

FUNCTION
Get a pointer to the head node and remove it from the list.
Assembly programmers may prefer to use the REMHEAD macro from "exec/lists.i".

WARNING
This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.

INPUTS
list - a pointer to the target list header

RESULT
node - the node removed or zero when empty list

SEE ALSO
AddHead, AddTail, Enqueue, Insert, Remove, RemTail

exec.library/RemIntServer	exec.library/RemIntServer	exec.library/RemLibrary	exec.library/RemLibrary
NAME RemIntServer -- remove an interrupt server		NAME RemLibrary -- remove a library from the system	
SYNOPSIS RemIntServer(intNum, interrupt) DO Al void RemIntServer(ULONG,struct Interrupt *);	SYNOPSIS void RemLibrary(library) Al void RemLibrary(struct Library *);	FUNCTION This function removes an interrupt server node from the given server chain.	FUNCTION This function calls the library's EXPUNGE vector, which requests that a library delete itself. The library may refuse to do this if it is busy or currently open. This is not typically called by user code.
FUNCTION This function removes an interrupt server node from the given server chain.	FUNCTION There are certain, limited circumstances where it may be appropriate to attempt to specifically flush a certain Library. Example:		
INPUTS intNum - the Portia interrupt bit (0..14) interrupt - pointer to an interrupt server node	INPUTS /* Attempts to flush the named library out of memory. */ #include "exec/types.h" #include "exec/execbase.h" void FlushLibrary(name) char *name; { struct Library *result; Forbid(); if(result=(struct Library *)FindName(&SysBase->LibList,name)) RemLibrary(result); Permit(); }	BUGS Under V33/34 Kickstart, the feature that disables the interrupt does not function. For most server chains this does not cause a problem.	INPUTS library - pointer to a library node structure
SEE ALSO AddIntServer, hardware/intbits.h			

exec.library/Remove**exec.library/Remove****NAME**

Remove -- remove a node from a list

SYNOPSIS

```
Remove(node)
      A1
void Remove(struct Node *);
```

FUNCTION

Remove a node from whatever list it is in. Nodes that are not part of a list must not be Removed! Assembly programmers may prefer to use the REMOVE macro from "exec/lists.i".

WARNING

This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.

INPUTS

node - the node to remove

SEE ALSO

AddHead, AddTail, Enqueue, Insert, RemHead, RemTail

exec.library/RemPort**exec.library/RemPort****NAME**

RemPort -- remove a message port from the system

SYNOPSIS

```
RemPort(port)
      A1
void RemPort(struct MsgPort *);
```

FUNCTION

This function removes a message port structure from the system's message port list. Subsequent attempts to rendezvous by name with this port will fail.

INPUTS

port - pointer to a message port

SEE ALSO

AddPort, FindPort

<p>exec.library/RemResource</p> <p>NAME RemResource -- remove a resource from the system</p> <p>SYNOPSIS RemResource(resource) A1 void RemResource(APTR);</p> <p>FUNCTION This function removes an existing resource from the system resource list.</p> <p>INPUTS resource - pointer to a resource node</p> <p>SEE ALSO AddResource</p>	<p>exec.library/RemResource</p>	<p>exec.library/RemSemaphore</p> <p>NAME RemSemaphore -- remove a signal semaphore from the system</p> <p>SYNOPSIS RemSemaphore(signalSemaphore) A1 void RemSemaphore(struct SignalSemaphore *);</p> <p>FUNCTION This function removes a signal semaphore structure from the system's signal semaphore list. Subsequent attempts to rendezvous by name with this semaphore will fail.</p> <p>INPUTS signalSemaphore -- an initialized signal semaphore structure</p> <p>SEE ALSO AddSemaphore, FindSemaphore</p>	<p>exec.library/RemSemaphore</p>
---	--	--	---

exec.library/RemTail**exec.library/RemTail****NAME**

RemTail -- remove the tail node from a list

SYNOPSIS

```
node = RemTail(list)
D0      A0
struct Node *RemTail(struct List *);
```

FUNCTION

Remove the last node from a list, and return a pointer to it. If the list is empty, return zero. Assembly programmers may prefer to use the REMTAIL macro from "exec/lists.i".

WARNING

This function does not arbitrate for access to the list. The calling task must be the owner of the involved list.

INPUTS

list - a pointer to the target list header

RESULT

node - the node removed or zero when empty list

SEE ALSO

AddHead, AddTail, Enqueue, Insert, Remove, RemHead, RemTail

exec.library/RemTask**NAME**

RemTask -- remove a task from the system

SYNOPSIS

```
RemTask(task)
A1
void RemTask(struct Task *);
```

FUNCTION

This function removes a task from the system. Deallocation of resources should have been performed prior to calling this function. Removing some other task is very dangerous. Generally it is best to arrange for tasks to call RemTask(0) on themselves.

RemTask will automatically free any memory lists attached to the task's TC_MEMENTRY list.

INPUTS

task - pointer to the task node representing the task to be removed. A zero value indicates self removal, and will cause the next ready task to begin execution.

SEE ALSO

AddTask, exec/AllocEntry, amiga.lib/DeleteTask

exec.library/ReplyMsg	exec.library/ReplyMsg	exec.library/SendIO	exec.library/SendIO
<p>NAME ReplyMsg -- put a message to its reply port</p> <p>SYNOPSIS ReplyMsg(message) Al void ReplyMsg(struct Message *);</p> <p>FUNCTION This function sends a message to its reply port. This is usually done when the receiver of a message has finished and wants to return it to the sender (so that it can be re-used or deallocated, whatever).</p> <p>This call may be made from interrupts.</p> <p>INPUT message - a pointer to the message</p> <p>IMPLEMENTATION 1> Places "NT_REPLYMSG" into LN_TYPE. 2> Puts the message to the port specified by MN_REPLYPORT If there is no replyport, sets LN_TYPE to "NT_FREEMSG".</p> <p>SEE ALSO GetMsg, PutMsg, exec/ports.h</p>	<p>NAME SendIO -- initiate an I/O command</p> <p>SYNOPSIS SendIO(iOREquest) Al void SendIO(struct IORequest *);</p> <p>FUNCTION This function requests the device driver start processing the given I/O request. The device will return control without waiting for the I/O to complete.</p> <p>The io_Flags field of the IORequest will be set to zero before the request is sent.</p> <p>INPUTS iOREquest - pointer to an I/O request, or a device specific extended IORequest.</p> <p>SEE ALSO DoIO, CheckIO, WaitIO, AbortIO</p>		

exec.library/SetExcept**exec.library/SetExcept****NAME**

`SetExcept -- define certain signals to cause exceptions`

SYNOPSIS

```
oldSignals = SetExcept(newSignals, signalMask)
D0          D1
ULONG SetExcept(ULONG,ULONG);
```

FUNCTION

This function defines which of the task's signals will cause a private task exception. When any of the signals occurs the task's exception handler will be dispatched. If the signal occurred prior to calling SetExcept, the exception will happen immediately.

The user function pointed to by the task's `tc_ExceptCode` gets called as:

```
newExcptSet = <exceptCode>(signals, exceptData), SysBase
D0          A1          A6
```

`signals` - The set of signals that caused this exception. These Signals have been disabled from the current set of signals that can cause an exception.

`exceptData` - A copy of the task structure `tc_ExceptData` field.

`newExcptSet` - The set of signals in `NewExceptSet` will be re-enabled for exception generation. Usually this will be the same as the Signals that caused the exception.

All registers are preserved by the system before the call.

INPUTS

`newSignals` - the new values for the signals specified in `signalMask`.

`signalMask` - the set of signals to be effected

RESULTS

`oldSignals` - the prior exception signals

EXAMPLE

Get the current state of all exception signals:

```
SetExcept(0,0)
```

Change a few exception signals:

```
SetExcept($1374,$1074)
```

SEE ALSO

`Signal, SetSignal`

exec.library/SetFunction**exec.library/SetFunction****NAME**

`SetFunction -- change a function vector in a library`

SYNOPSIS

```
oldFunc = SetFunction(library, funcOffset, funcEntry)
D0          A1          A0.W          D0
APTR SetFunction(struct Library *,LONG,APTR);
```

FUNCTION

`SetFunction` is a functional way of changing where vectors in a library point. They are changed in such a way that the checksumming process will never falsely declare a library to be invalid.

NOTE

`SetFunction` cannot be used on non-standard libraries like `dos.library`. Here you must manually `Forbid()`, preserve all 6 original bytes, set the new vector, `SumLibrary()`, then `Permit()`.

INPUTS

<code>library</code>	- a pointer to the library to be changed
<code>funcOffset</code>	- the offset of the function to be replaced
<code>funcEntry</code>	- pointer to new function

RESULTS

<code>oldFunc</code>	- pointer to the old function that was just replaced
----------------------	--

exec.library/SetIntVector

exec.library/SetIntVector

NAME

`SetIntVector -- set a system interrupt vector`

SYNOPSIS

```
oldInterrupt = SetIntVector(intNumber, interrupt)
D0           D0-0:4   A1
struct Interrupt *SetIntVector(ULONG, struct Interrupt *);
```

FUNCTION

This function provides a mechanism for setting the system interrupt vectors. These are non-shareable, setting something here disconnects the old handler.

Both the code and data pointers of the vector are set to the new values. A pointer to the old interrupt structure is returned. When the system calls the specified interrupt code the registers are setup as follows:

```
D0 - scratch
D1 - scratch (on entry: active portia
              interrupts -> equals INTENA & INTREQ)

A0 - scratch (on entry: pointer to base of custom chips
              for fast indexing)
A1 - scratch (on entry: interrupt's is_Data pointer)

A5 - jump vector register (scratch on call)
A6 - Exec library base pointer (scratch on call)

all other registers - must be preserved
```

INPUTS

intNum - the Portia interrupt bit number (0..14)
 interrupt - a pointer to an Interrupt structure containing
 the handler's entry point and data segment pointer. It is a
 good idea to give the node a name so that other users may
 identify who currently has control of the interrupt.

RESULT

A pointer to the prior interrupt node which had control
 of this interrupt.

SEE ALSO

AddIntServer, exec/interrupts.h, exec/hardware.h

exec.library/SetSignal

exec.library/SetSignal

NAME

`SetSignal -- define the state of this task's signals`

SYNOPSIS

```
oldSignals = SetSignal(newSignals, signalMask)
D0           D0       D1
ULONG SetSignal(ULONG,ULONG);
```

FUNCTION

This function defines the states of the task's signals. Setting the state of signals is considered dangerous. Reading the state of signals is safe.

INPUTS

newSignals - the new values for the signals specified in
 signalSet.
 signalMask - the set of signals to be affected

RESULTS

oldSignals - the prior values for all signals

EXAMPLES

```
Get the current state of all signals:
SetSignal(0,0);

Clear all signals:
SetSignal(0,0xFFFFFFFF);

Clear the CTRL-C signal:
SetSignal(0,SIGBREAKF_CTRL_C);
```

Check if the CTRL-C signal was pressed:

```
#include "libraries/dos.h"

if(SetSignal(0L,0L) & SIGBREAKF_CTRL_C)
  printf("CTRL-C pressed!\n");
```

SEE ALSO

Signal, Wait

exec.library/SetSR

exec.library/SetSR

NAME

SetSR -- get and/or set processor status register

SYNOPSIS

```
oldSR = SetSR(newSR, mask)
D0      D0      D1
ULONG SetSR(ULONG, ULONG);
```

FUNCTION

This function provides a means of modifying the CPU status register in a "safe" way (well, how safe can a function like this be anyway?). This function will only affect the status register bits specified in the mask parameter. The prior content of the entire status register is returned.

INPUTS

newSR - new values for bits specified in the mask.
All other bits are not effected.
mask - bits to be changed

RESULTS

oldSR - the entire status register before new bits

EXAMPLES

To get the current SR:
currentSR = SetSR(0,0);
To change the processor interrupt level to 3:
oldSR = SetSR(\$0300,\$0700);
Set processor interrupts back to prior level:
SetSR(oldSR,\$0700);

exec.library/SetTaskPri

exec.library/SetTaskPri

NAME

SetTaskPri -- get and set the priority of a task

SYNOPSIS

```
oldPriority = SetTaskPri(task, priority)
D0-0:8      A1      D0-0:8
BYTE SetTaskPri(struct Task *,LONG);
```

FUNCTION

This function changes the priority of a task regardless of its state. The old priority of the task is returned. A reschedule is performed, and a context switch may result.

To change the priority of the currently running task, pass the result of FindTask(0); as the task pointer.

INPUTS

task - task to be affected
priority - the new priority for the task

RESULT

oldPriority - the tasks previous priority

<p>exec.library/Signal</p> <p>NAME Signal -- signal a task</p> <p>SYNOPSIS <code>Signal(task, signals)</code> A1 D0 void Signal(struct Task *,ULONG);</p> <p>FUNCTION This function signals a task with the given signals. If the task is currently waiting for one or more of these signals, it will be made ready and a reschedule will occur. If the task is not waiting for any of these signals, the signals will be posted to the task for possible later use. A signal may be sent to a task regardless of whether its running, ready, or waiting.</p> <p>This function is considered "low level". Its main purpose is to support multiple higher level functions like PutMsg.</p> <p>This function is safe to call from interrupts.</p> <p>INPUT task - the task to be signalled signals - the signals to be sent</p> <p>SEE ALSO Wait, SetSignal</p>	<p>exec.library/Signal</p>	<p>exec.library/SumKickData</p> <p>NAME SumKickData -- compute the checksum for the Kickstart delta list</p> <p>SYNOPSIS <code>void SumKickData(void)</code></p> <p>FUNCTION The Amiga system has some ROM (or Kickstart) resident code that provides the basic functions for the machine. This code is unchangeable by the system software. This routine is part of a support system to modify parts of the ROM.</p> <p>The ROM code is linked together at run time via ROM-tags (also known as Resident structures, defined in exec/resident.h). These tags tell Exec's low level boot code what subsystems exist in which regions of memory. The current list of ROM-tags is contained in the ResModules field of ExecBase. By default this list contains any ROM-tags found in the address ranges \$FC0000-\$FFFFF and \$F00000-\$F7FFF.</p> <p>There is also a facility to selectively add or replace modules to the ROM-tag list. These modules can exist in RAM, and the memory they occupy will be deleted from the memory free list during the boot process. SumKickData() plays an important role in this run-time modification of the ROM-tag array.</p> <p>Three variables in ExecBase are used in changing the ROM-tag array: KickMemPtr, KickTagPtr, and KickCheckSum. KickMemPtr points to a linked list of MemEntry structures. The memory that these MemEntry structures reference will be allocated (via AllocAbs) at boot time. The MemEntry structure itself must also be in the list.</p> <p>KickTagPtr points to a long-word array of the same format as the ResModules array. The array has a series of pointers to ROM-tag structures. The array is either null terminated, or will have an entry with the most significant bit (bit 31) set. The most significant bit being set says that this is a link to another long-word array of ROM-tag entries. This new array's address can be found by clearing bit 31.</p> <p>KickCheckSum has the result of SumKickData(). It is the checksum of both the KickMemPtr structure and the KickTagPtr arrays. If the checksum does not compute correctly then both KickMemPtr and KickTagPtr will be ignored.</p> <p>If all the memory referenced by KickMemPtr can't be allocated then KickTagPtr will be ignored.</p> <p>There is one more important caveat about adding ROM-tags. All this ROM-tag magic is run very early on in the system -- before expansion memory is added to the system. Therefore any memory in this additional ROM-tag area must be addressable at this time. This means that your ROM-tag code, MemEntry structures, and resident arrays cannot be in expansion memory. There are two regions of memory that are acceptable: one is chip memory, and the other is "Ranger" memory (memory in the range between \$C00000-\$D80000).</p> <p>Remember that changing an existing ROM-tag entry falls into the "heavy magic" category -- be very careful when doing it. The odds are that you will blow yourself out of the water.</p> <p>NOTE SumKickData was introduced in the 1.2 release</p> <p>SEE ALSO InitResident, FindResident</p>	<p>exec.library/SumKickData</p>
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exec.library/SumLibrary	exec.library/SumLibrary	exec.library/SuperState	exec.library/SuperState
<p>NAME SumLibrary -- compute and check the checksum on a library</p> <p>SYNOPSIS SumLibrary(library) Al void SumLibrary(struct Library *);</p>	<p>FUNCTION SumLibrary computes a new checksum on a library. It can also be used to check an old checksum. If an old checksum does not match, and the library has not been marked as changed, then the system will call Alert().</p> <p>This call could also be periodically made by some future system-checking task.</p> <p>INPUTS library - a pointer to the library to be changed</p> <p>NOTE An alert will occur if the checksum fails.</p> <p>SEE ALSO SetFunction</p>	<p>NAME SuperState -- enter supervisor state with user stack</p> <p>SYNOPSIS oldSysStack = SuperState() D0 APTR SuperState(void);</p> <p>FUNCTION Enter supervisor mode while running on the user's stack. The user still has access to user stack variables. Be careful though, the user stack must be large enough to accommodate space for all interrupt data -- this includes all possible nesting of interrupts. This function does nothing when called from supervisor state.</p> <p>RESULTS oldSysStack - system stack pointer; save this. It will come in handy when you return to user state. If the system is already in supervisor mode, oldSysStack is zero.</p> <p>SEE ALSO UserState</p>	<p>FUNCTION oldSysStack = SuperState() D0 APTR SuperState(void);</p> <p>RESULTS oldSysStack - system stack pointer; save this. It will come in handy when you return to user state. If the system is already in supervisor mode, oldSysStack is zero.</p>

exec.library/TypeOfMem	exec.library/TypeOfMem	exec.library/UserState	exec.library/UserState
<p>NAME TypeOfMem -- determine attributes of a given memory address</p> <p>SYNOPSIS attributes = TypeOfMem(address) D0 A1 ULONG TypeOfMem(void *);</p> <p>FUNCTION Given a RAM memory address, search the system memory lists and return its memory attributes. The memory attributes are similar to those specified when the memory was first allocated: (eg. MEMF_CHIP and MEMF_FAST).</p> <p>This function is usually used to determine if a particular block of memory is within CHIP space.</p> <p>If the address is not in known-space, a zero will be returned. (Anything that is not RAM, like the ROM or expansion area, will return zero. Also the first few bytes of a memory area are used up by the MemHeader.)</p> <p>INPUT address - a memory address</p> <p>RESULT attributes - a long word of memory attribute flags. If the address is not in known RAM, zero is returned.</p> <p>SEE ALSO AllocMem()</p>		<p>NAME UserState -- return to user state with user stack</p> <p>SYNOPSIS UserState(sysStack) D0 void UserState(APTR);</p> <p>FUNCTION Return to user state with user stack, from supervisor state with user stack. This function is normally used in conjunction with the SuperState function above.</p> <p>This function must not be called from the user state.</p> <p>INPUT sysStack - supervisor stack pointer</p> <p>BUGS This function is broken in V33/34 Kickstart.</p> <p>SEE ALSO SuperState</p>	

exec.library/Vacate	exec.library/Vacate	exec.library/Wait	exec.library/Wait
<p>NAME Vacate -- release a message lock (semaphore)</p> <p>SYNOPSIS Vacate(semaphore) A0 void Vacate(struct Semaphore *);</p> <p>FUNCTION This function releases a previously locked semaphore (see the Procure() function). If another task is waiting for the semaphore, its bidMessage will be sent to its reply port.</p> <p>INPUT semaphore - the semaport message port representing the semaphore to be freed.</p> <p>BUGS Procure() and Vacate() do not have proven reliability.</p> <p>SEE ALSO Procure</p>	<p>NAME Wait -- wait for one or more signals</p> <p>SYNOPSIS signals = Wait(signalSet) D0 ULONG Wait(ULONG);</p> <p>FUNCTION This function will cause the current task to suspend waiting for one or more signals. When one or more of the specified signals occurs, the task will return to the ready state, and those signals will be cleared.</p> <p>If a signal occurred prior to calling Wait, the wait condition will be immediately satisfied, and the task will continue to run without delay.</p> <p>CAUTION This function cannot be called while in supervisor mode or interrupts! This function will break the action of a Forbid() or Disable() call.</p> <p>INPUT signalSet - The set of signals for which to wait. Each bit represents a particular signal.</p> <p>RESULTS signals - the set of signals that were active</p>		

<p>exec.library/WaitIO</p> <p>NAME WaitIO -- wait for completion of an I/O request</p> <p>SYNOPSIS <code>error = WaitIO(iORequest)</code> D0 A1 <code>BYTE WaitIO(struct IORequest *);</code></p> <p>FUNCTION This function waits for the specified I/O request to complete, then removes it from the replyport. If the I/O has already completed, this function will return immediately.</p> <p>This function should be used with care, as it does not return until the I/O request completes; if the I/O never completes, this function will never return, and your task will hang. If this situation is a possibility, it is safer to use the Wait() function. Wait() will return when any of a specified set of signal is received. This is how I/O timeouts can be properly handled.</p> <p>WARNING If this IORequest was "Quick" or otherwise finished BEFORE this call, this function drops though immediately, with no call to Wait(). A side effect is that the signal bit related the port may remain set. Expect this.</p> <p>INPUTS <code>iORequest - pointer to an I/O request block</code></p> <p>RESULTS <code>error - zero if successful, else an error is returned</code> (a sign extended copy of <code>io_Error</code>).</p> <p>SEE ALSO <code>DoIO, SendIO, CheckIO, AbortIO</code></p>	<p>exec.library/WaitIO</p> <p>exec.library/WaitPort</p> <p>NAME WaitPort -- wait for a given port to be non-empty</p> <p>SYNOPSIS <code>message = WaitPort(port)</code> D0 A0 <code>struct Message *WaitPort(struct MsgPort *);</code></p> <p>FUNCTION This function waits for the given port to become non-empty. If necessary, the Wait function will be called to wait for the port signal. If a message is already present at the port, this function will return immediately. The return value is always a pointer to the first message queued (but it is not removed from the queue).</p> <p>CAUTION More than one message may be at the port when this returns. It is proper to call the GetMsg() function in a loop until all messages have been handled, then wait for more to arrive.</p> <p>To wait for more than one port, combine the signal bits from each port into one call to the Wait() function, then use a GetMsg() loop to collect any and all messages. It is possible to get a signal for a port WITHOUT a message showing up. Plan for this.</p> <p>INPUT <code>port - a pointer to the message port</code></p> <p>RETURN <code>message - a pointer to the first available message</code></p> <p>SEE ALSO <code>GetMsg</code></p>
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expansion.library/AddDosNode	expansion.library/AddDosNode
	NAME
	AddDosNode -- mount a disk to the system
	SYNOPSIS
	ok = AddDosNode(bootPri, flags, deviceNode) D0 D0 D1 A0
	FUNCTION
	This routine makes sure that your disk device (or a device that wants to be treated as if it was a disk...) will be entered into the system. If the dos is already up and running, then it will be entered immediately. If the dos has not yet been run then the data will be recorded, and the dos will get it later.
	We hope to eventually try and boot off a disk device. We will try and boot off of each device in turn, based on priority, iff there is no boot floppy in the floppy disk drive. As of this writing that facility does not yet exist.
	There is only one additional piece of magic done by AddDosNode. If there is no executable code specified in the deviceNode structure (e.g. dn_SegList, dn_Handler, and dn_Task are all null) then the standard dos file handler is used for your device.
	Documentation note: a "task" as used here is a dos-task, not an exec-task. A dos-task, in the strictest sense, is the address of an exec-style message port. In general, it is a pointer to a process's pr_MsgPort field (e.g. a constant number of bytes after an exec port).
	INPUTS
	bootPri -- a BYTE quantity with the boot priority for this disk. This priority is only for which disks should be looked at: the actual disk booted from will be the first disk with a valid boot block. If no disk is found then the "boottime" hand will come up and the bootstrap code will wait for a floppy to be inserted. Recommend priority assignments are:
	+5 -- unit zero for the floppy disk. The floppy should always be highest priority to allow the user to abort out of a hard disk boot. 0 -- the run of the mill hard disk -5 -- a "network" disk (local disks should take priority). -128 -- don't even bother to boot from this device.
	flags -- additional flag bits for the call: ADN_STARTPROC (bit 0) -- start a handler process immediately. Normally the process is started only when the device node is first referenced. This bit is meaningless if you have already specified a handler process (non-null dn_Task).
	deviceNode -- a legal DOS device node, properly initialized. Typically this will be the result of a MakeDosNode() call, but feel free to manufacture your own if you need to. If deviceNode is null then AddDosNode does nothing.
	RESULTS
	ok -- non-zero everything went ok, zero if we ran out of memory or some other weirdness happened.
	EXAMPLES
	/* enter a bootable disk into the system. Start a file handler ** process immediately. */ AddDosNode(0, ADNF_STARTPROC, MakeDosNode(paramPacket));

BUGS

The flexible boot strategy is only that -- strategy. It still needs to be reflected in code somewhere.

SEE ALSO

MakeDosNode

BUGS

expansion.library/MakeDosNode

expansion.library/MakeDosNode

NAME

MakeDosNode -- construct dos data structures that a disk needs

SYNOPSIS

```
deviceNode = MakeDosNode( parameterPkt )
D0          A0
```

FUNCTION

This routine manufactures the data structures needed to enter a dos disk device into the system. This consists of a DeviceNode, a FileSysStartupMsg, a disk environment vector, and up to two bcpl strings. See the libraries/dosextens and libraries/filehandler include files for more information.

MakeDosNode will allocate all the memory it needs, and then link the various structure together. It will make sure all the structures are long-word aligned (as required by the DOS). It then returns the information to the user so he can change anything else that needs changing. Typically he will then call AddDosNode() to enter the new device into the dos tables.

INPUTS

parameterPkt - a longword array containing all the information needed to initialize the data structures. Normally I would have provided a structure for this, but the variable length of the packet caused problems. The two strings are null terminated strings, like all other exec strings.

longword	description
0	string with dos handler name
1	string with exec device name
2	unit number (for OpenDevice)
3	flags (for OpenDevice)
4	# of longwords in rest of environment
5-n	file handler environment (see libraries/filehandler.h)

RESULTS

deviceNode - pointer to initialize device node structure, or null if there was not enough memory.

EXAMPLES

```
/* set up a 3.5" amiga format floppy drive for unit 1 */

char execName[] = "trackdisk.device";
char dosName[] = "dfl";

ULONG parmPkt[] = [
    (ULONG) dosName,
    (ULONG) execName,
    1,           /* unit number */
    0,           /* OpenDevice flags */

    /* here is the environment block */
    11,          /* table upper bound */
    512>>2,     /* # longwords in a block */
    0,           /* sector origin -- unused */
    2,           /* number of surfaces */
    1,           /* secs per logical block -- unused */
    11,          /* secs per track */
    2,           /* reserved blocks -- 2 boot blocks */
    0,           /* ?? -- unused */
    0,           /* interleave */
    0,           /* lower cylinder */
    79,          /* upper cylinder */
    5,           /* number of buffers */
];

struct Device Node *node, *MakeDosNode();
```

node = MakeDosNode(parmPkt);

BUGS

SEE ALSO
AddDosNode

expansion.library/AddConfigDev

NAME

AddConfigDev - add a new ConfigDev structure to the system

SYNOPSIS

AddConfigDev(configDev)

A0

FUNCTION

This routine adds the specified ConfigDev structure to the list of Configuration Devices in the system.

INPUTS

configDev - a valid ConfigDev structure.

RESULTS

EXCEPTIONS

SEE ALSO

RemConfigDev

BUGS

expansion.library/AllocBoardMem

NAME

AllocBoardMem - allocate standard device expansion memory

SYNOPSIS

```
startSlot = AllocBoardMem( slotSpec )
D0          D0
```

FUNCTION

This function allocates numslots of expansion space (each slot is E_SLOTSIZE bytes). It returns the slot number of the start of the expansion memory. The EC_MEMADDR macro may be used to convert this to a memory address.

AllocBoardMem() knows about the intricacies of expansion board hardware and will allocate the proper expansion memory for each board type.

INPUTS

slotSpec - the memory size field of the Type byte of an expansion board

RESULTS

startSlot - the slot number that was allocated, or -1 for error.

EXAMPLES

```
struct ExpansionRom *er;
slot = AllocBoardMem( er->er_Type & ERT_MEMMASK )
```

EXCEPTIONS

Not typically called by user code.

SEE ALSO

AllocExpansionMem, FreeExpansionMem, FreeBoardMem

BUGS

expansion.library/AllocConfigDev

NAME

AllocConfigDev - allocate a ConfigDev structure

SYNOPSIS

```
configDev = AllocConfigDev()
D0
```

FUNCTION

This routine returns the address of a ConfigDev structure. It is provided so new fields can be added to the structure without breaking old, existing code. The structure is cleared when it is returned to the user.

INPUTS

RESULTS configDev - either a valid ConfigDev structure or NULL.

EXCEPTIONS

SEE ALSO FreeConfigDev

BUGS

expansion.library/AllocExpansionMem

NAME

AllocExpansionMem - allocate expansion memory

SYNOPSIS

```
startSlot = AllocExpansionMem( numSlots, slotOffset )
D0          D0      D1
```

FUNCTION

This function allocates numSlots of expansion space (each slot is E_SLOTSIZE bytes). It returns the slot number of the start of the expansion memory. The EC MEMADDR macro may be used to convert this to a memory address.

Boards that fit the expansion architecture have alignment rules. Normally a board must be on a binary boundary of its size. Four and Eight megabyte boards have special rules. User defined boards might have other special rules.

The routine AllocBoardMem() knows about all the allocation rules for standard boards. Most users will want to use that routine if they want memory for a standard expansion device.

If AllocExpansionMem() succeeds, the startSlot will satisfy the following equation:

$$(\text{startSlot} - \text{slotOffset}) \bmod \text{slotAlign} = 0$$

INPUTS

numSlots - the number of slots required.
slotOffset - an offset from that boundary for startSlot.

RESULTS

startSlot - the slot number that was allocated, or -1 for error.

EXAMPLES

```
AllocExpansionMem( 2, 0 )
```

Tries to allocate 2 slots on a two slot boundary.

```
AllocExpansionMem( 64, 32 )
```

This is the allocation rule for 4 meg boards. It allocates 4 megabytes (64 slots) on an odd 2 meg boundary.

EXCEPTIONS

Not typically called by user code.

SEE ALSO

FreeExpansionMem, AllocBoardMem, FreeBoardMem

BUGS

expansion.library/ConfigBoard

NAME

ConfigBoard - configure a board

SYNOPSIS

```
error = ConfigBoard( board, configDev )
D0          A0      A1
```

FUNCTION

This routine configures an expansion board. The board will generally live at E_EXPANSIONBASE, but the base is passed as a parameter to allow future compatibility. The configDev parameter must be a valid configDev that has already had ReadExpansionRom() called on it.

ConfigBoard will allocate expansion memory and place the board at its new address. It will update configDev accordingly. If there is not enough expansion memory for this board then an error will be returned.

INPUTS

board - the current address that the expansion board is responding.

configDev - an initialized ConfigDev structure.

RESULTS

error - non-zero if there was a problem configuring this board

EXCEPTIONS

Not normally called by user code

SEE ALSO

FreeConfigDev

BUGS

expansion.library/ConfigChain**NAME**

ConfigChain - configure the whole damn system

SYNOPSIS

```
error = ConfigChain( baseAddr )
D0          A0
```

FUNCTION

This is the big one! This routine will take a base address (generally E_EXPANSIONBASE) and configure all the devices that live there. This routine will call all the other routines that might need to be called. All boards that are found will be linked into the configuration list.

INPUTS

baseAddr - the base address to start looking for boards.

RESULTS

error - non-zero if something went wrong.

EXCEPTIONS

Not normally called by user code

SEE ALSO

FreeConfigDev

BUGS**expansion.library/FindConfigDev****NAME**

FindConfigDev - find a matching ConfigDev entry

SYNOPSIS

```
configDev = FindConfigDev( oldConfigDev, manufacturer, product )
D0          A0          D0          D1
```

FUNCTION

This routine searches the list of existing ConfigDev structures in the system and looks for one that has the specified manufacturer and product codes.

If the oldConfigDev is NULL the the search is from the start of the list of configuration devices. If it is not null then it searches from the first configuration device entry AFTER oldConfigDev.

A code of -1 is treated as a wildcard -- e.g. it matches any manufacturer (or product)

INPUTS

oldConfigDev - a valid ConfigDev structure, or NULL to start from the start of the list.

manufacturer - the manufacturer code being searched for, or -1 to ignore manufacturer numbers.

product - the product code being searched for, or -1 to ignore product numbers.

RESULTS

configDev - the next ConfigDev entry that matches the manufacturer and product codes, or NULL if there are no more matches.

EXCEPTIONS**EXAMPLES**

```
/* to find all configdevs of the proper type */
struct ConfigDev *cd = NULL;

while( cd = FindConfigDev( cd, MANUFACTURER, PRODUCT ) ) {
    /* do something with the returned ConfigDev */
}
```

SEE ALSO**BUGS**

expansion.library/FreeBoardMem

NAME
FreeBoardMem - allocate standard device expansion memory

SYNOPSIS
FreeBoardMem(startSlot, slotSpec)
D0 D1

FUNCTION
This function frees numslots of expansion space (each slot is E_SLOTSIZE bytes). It is the inverse function of AllocBoardMem().

INPUTS
startSlot - a slot number in expansion space.
slotSpec - the memory size field of the Type byte of an expansion board

RESULTS

EXAMPLES

```
struct ExpansionRom *er;
int startSlot;
int slotSpec;

slotSpec = er->er_Type & ERT_MEMMASK;
startSlot = AllocBoardMem( er->er_Type & ERT_MEMMAK );

if( startSlot != -1 ) {
    FreeBoardMem( startSlot, slotSpec );
}
```

EXCEPTIONS
If the caller tries to free a slot that is already in the free list, FreeBoardMem will Alert() (e.g. crash the system).

Not normally called by user code

SEE ALSO
AllocExpansionMem, FreeExpansionMem, AllocBoardMem

BUGS

expansion.library/FreeConfigDev

NAME
FreeConfigDev - allocate a ConfigDev structure

SYNOPSIS
FreeConfigDev(configDev)
A0

FUNCTION
This routine frees a ConfigDev structure as returned by AllocConfigDev.

INPUTS
configDev - a valid ConfigDev structure.

RESULTS

EXCEPTIONS

SEE ALSO
AllocConfigDev

BUGS

expansion.library/FreeExpansionMem**NAME**

FreeExpansionMem - allocate standard device expansion memory

SYNOPSIS

```
FreeExpansionMem( startSlot, numSlots )
      D0          D1
```

FUNCTION

This function allocates numSlots of expansion space (each slot is E SILOSIZE bytes). It is the inverse function of AllocExpansionMem().

INPUTS

startSlot - the slot number that was allocated, or -1 for error.
numSlots - the number of slots to be freed.

RESULTS**EXAMPLES****EXCEPTIONS**

If the caller tries to free a slot that is already in the free list, FreeExpansionMem will Alert() (e.g. crash the system).

Not normally called by user code

SEE ALSO

AllocExpansionMem, AllocBoardMem, FreeBoardMem

BUGS**expansion.library/GetCurrentBinding****NAME**

GetCurrentBinding - sets static board configuration area

SYNOPSIS

```
actual = GetCurrentBinding( currentBinding, size )
      A0          D0:16
```

FUNCTION

This function writes the contents of the "currentBinding" structure out of a private place. It may be set via SetCurrentBinding(). This is really a kludge, but it is the only way to pass extra arguments to a newly configured device.

A CurrentBinding structure has the name of the currently loaded file, the product string that was associated with this driver, and a pointer to the head of a singly linked list of ConfigDev structures (linked through the cd_NextCD field).

Many devices may not need this information; they have hard coded into themselves their manufacture number. It is recommended that you at least check that you can deal with the product code in the linked ConfigDev structures.

INPUTS

currentBinding - a pointer to a CurrentBinding structure

size - the size of the user's binddriver structure. No more than this much data will be copied. If size is larger than the libraries idea a CurrentBinding size, then the structure will be null padded.

RESULTS

actual - the true size of a CurrentBinding structure is returned.

EXAMPLES**EXCEPTIONS****SEE ALSO**

GetCurrentBinding

BUGS

expansion.library/ObtainConfigBinding**NAME**

ObtainConfigBinding - try to get permission to bind drivers

SYNOPSIS

```
ObtainConfigBinding()
```

FUNCTION

ObtainConfigBinding gives permission to bind drivers to ConfigDev structures. It exists so two drivers at once do not try and own the same ConfigDev structure. This call will block until it is safe proceed.

Individual drivers do not need to call this routine. It is intended for BindDriver program, and others like it. If your drivers won't be loaded via the standard method, you may need to lock out others.

It is crucially important that people lock out others before loading new drivers. Much of the data that is used to configure things is statically kept, and others need to be kept from using it.

This call is build directly on Exec SignalSemaphore code (e.g. ObtainSemaphore).

INPUTS**RESULTS****EXCEPTIONS****SEE ALSO**

ReleaseConfigBinding

BUGS**expansion.library/ReadExpansionByte****NAME**

ReadExpansionByte - read a byte nybble by nybble.

SYNOPSIS

```
byte = ReadExpansionByte( board, offset )
```

```
      D0      A0      D0
```

FUNCTION

ReadExpansionByte reads a byte from a new-style expansion board. These boards have their readable data organized as a series of nybbles in memory. This routine reads two nybbles and returns the byte value.

In general, this routine will only be called by ReadExpansionRom.

The offset is a byte offset into a ExpansionRom structure. The actual memory address read will be four times larger. The macros EROFFSET and ECOFFSET are provided to help get these offsets from C.

INPUTS

board - a pointer to the base of a new style expansion board.

offset - a logical offset from the board base

RESULTS

byte - a byte of data from the expansion board, or -1 if there was an error reading from the board.

EXAMPLES

```
byte = ReadExpansionByte( cd->BoardAddr, EROFFSET( er_Type ) );
ints = ReadExpansionByte( cd->BoardAddr, ECOFFSET( ec_Interrupt ) );
```

EXCEPTIONS

Not typically called by user code.

SEE ALSO

WriteExpansionByte, ReadExpansionRom

BUGS

expansion.library/ReadExpansionRom

NAME
ReadExpansionRom - read a boards configuration rom space

SYNOPSIS
`error = ReadExpansionRom(board, configDev)
 D0 A0 A1`

FUNCTION
ReadExpansionRom reads the rom portion of an expansion device in to cd_Rom portion of a ConfigDev structure. This routine knows how to detect whether or not there is actually a board there.

In addition, the Rom portion of a new style expansion board is encoded in ones-complement format (except for the first two nybbles -- the er_Type field). ReadExpansionRom knows about this and un-complements the appropriate fields.

INPUTS
board - a pointer to the base of a new style expansion board.
configDev - the ConfigDev structure that will be read in.
offset - a logical offset from the configdev base

RESULTS
error - If the board address does not contain a valid new style expansion board, then error will be non-zero.

EXAMPLES

```
configDev = AllocConfigDev();  
if( ! configDev ) panic();  
  
error = ReadExpansionBoard( board, configDev );  
if( ! error ) {  
    configDev->cd_BoardAddr = board;  
    ConfigBoard( configDev );  
}
```

EXCEPTIONS
Not typically called by user code.

SEE ALSO
ReadExpansionByte, WriteExpansionByte

BUGS**expansion.library/ReleaseConfigBinding**

NAME
ReleaseConfigBinding - allow others to bind to drivers

SYNOPSIS
`ReleaseConfigBinding()`

FUNCTION
This call should be used when you are done binding drivers to ConfigDev entries. It releases the SignalSemaphore; this allows others to bind their drivers to ConfigDev structures.

INPUTS**RESULTS****EXAMPLES****EXCEPTIONS**

SEE ALSO
ObtainConfigBinding

BUGS

expansion.library/RemConfigDev**NAME**

RemConfigDev - remove a ConfigDev structure from the system

SYNOPSIS

```
RemConfigDev( configDev )
    A0
```

FUNCTION

This routine removes the specified ConfigDev structure from the list of Configuration Devices in the system.

INPUTS

configDev - a valid ConfigDev structure.

RESULTS**EXCEPTIONS****SEE ALSO**

AddConfigDev

BUGS**expansion.library/SetCurrentBinding****NAME**

SetCurrentBinding - sets static board configuration area

SYNOPSIS

```
SetCurrentBinding( currentBinding, size )
    A0          D0:16
```

FUNCTION

This function records the contents of the "currentBinding" structure in a private place. It may be read via GetCurrentBinding(). This is really a kludge, but it is the only way to pass extra arguments to a newly configured device.

A CurrentBinding structure has the name of the currently loaded file, the product string that was associated with this driver, and a pointer to the head of a singly linked list of ConfigDev structures (linked through the cd_NextCD field).

Many devices may not need this information; they have hard coded into themselves their manufacture number. It is recommended that you at least check that you can deal with the product code in the linked ConfigDev structures.

INPUTS

currentBinding - a pointer to a CurrentBinding structure

size - the size of the user's binddriver structure. No more than this much data will be copied. If size is larger than the libraries idea a CurrentBinding size, then the structure will be null padded.

RESULTS**EXAMPLES****EXCEPTIONS****SEE ALSO**

GetCurrentBinding

BUGS

expansion.library/WriteExpansionByte

NAME

WriteExpansionByte - write a byte nybble by nybble.

SYNOPSIS

```
error = WriteExpansionByte( board, offset, byte )
      D0          A0          D0          D1
```

FUNCTION

WriteExpansionByte write a byte to a new-style expansion board. These boards have their writeable data organized as a series of nybbles in memory. This routine writes two nybbles in a very carefull manner to work with all types of new expansion boards.

To make certain types of board less expensive, an expansion board's write registers may be organized as either a byte-wide or nybble-wide register. If it is nybble-wide then it must latch the less significant nybble until the more significant nybble is written. This allows the following algorithm to work with either type of board:

```
write the low order nybble to bits D15-D12 of
byte (offset*4)+2
```

```
write the entire byte to bits D15-D8 of
byte (offset*4)
```

The offset is a byte offset into a ExpansionRom structure. The actual memory address read will be four times larger. The macros EROFFSET and ECOFFSET are provided to help get these offsets from C.

A
1
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INPUTS

board - a pointer to the base of a new style expansion board.
offset - a logical offset from the configdev base
byte - the byte of data to be written to the expansion board.

RESULTS

error - the routine will return a zero on success, non-zero if there was a problem.

EXAMPLES

```
err = WriteExpansionByte( cd->BoardAddr, ECOFFSET( ec_Shutup ), 0 );
err = WriteExpansionByte( cd->BoardAddr, ECOFFSET( ec_Interrupt ), 1 );
```

EXCEPTIONS

Not typically called by user code.

SEE ALSO

ReadExpansionByte, ReadExpansionRom

BUGS

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graphics.library/AddAnimOb**graphics.library/AddAnimOb**

NAME
AddAnimOb -- Add an AnimOb to the linked list of AnimObs.

SYNOPSIS
AddAnimOb(anOb, anKey, rp)
a0 al a2

```
struct AnimOb *anOb, **anKey;  
struct RastPort *rp;
```

FUNCTION
Links this AnimOb into the current list pointed to by animKey.
Initializes all the Timers of the AnimOb's components.
Calls AddBob with each component's Bob.
rp->GelsInfo must point to an initialized GelsInfo structure.

INPUTS
anOb = pointer to the AnimOb structure to be added to the list
anKey = address of a pointer to the first AnimOb in the list
(anKey = NULL if there are no AnimObs in the list so far)
rp = pointer to a valid RastPort

BUGS

SEE ALSO
Animate graphics/rastport.h graphics/gels.h

graphics.library/AddBob

NAME
AddBob -- Adds a Bob to current gel list.

SYNOPSIS
AddBob(Bob, rp)
a0 al

```
struct Bob *Bob;  
struct RastPort *rp;
```

FUNCTION
Sets up the system Bob flags, then links this gel into the list
via AddVSprite.

INPUTS
Bob = pointer to the Bob structure to be added to the gel list
rp = pointer to a RastPort structure

BUGS

SEE ALSO
InitGels AddVSprite graphics/gels.h graphics/rastport.h

graphics.library/AddFont	graphics.library/AddFont	graphics.library/AddVSprite	graphics.library/AddVSprite
<p>NAME AddFont -- add a font to the system list</p> <p>SYNOPSIS AddFont(textFont) al</p> <pre>struct TextFont *textFont;</pre> <p>FUNCTION This function adds the text font to the system, making it available for use by any application. The font added must be in public memory, and remain until successfully removed.</p> <p>INPUTS textFont - a TextFont structure in public ram.</p> <p>BUGS</p> <p>SEE ALSO SetFont RemFont graphics/text.h</p>	<p>NAME AddVSprite -- Add a VSprite to the current gel list.</p> <p>SYNOPSIS AddVSprite(vs, rp) a0 al</p> <pre>struct VSprite *vs; struct RastPort *rp;</pre> <p>FUNCTION Sets up the system VSprite flags Links this VSprite into the current gel list using its Y,X</p> <p>INPUTS vs = pointer to the VSprite structure to be added to the gel list rp = pointer to a RastPort structure</p> <p>BUGS</p> <p>SEE ALSO InitGels graphics/rastport.h graphics/gels.h</p>		

graphics.library/AllocRaster**graphics.library/AllocRaster**

NAME
AllocRaster -- Allocate space for a bitplane.

SYNOPSIS
`planeptr = AllocRaster(width, height)
d0 d0:16 d1:16`

```
PLANEPTR planeptr;  
USHORT width,height;
```

FUNCTION
This function calls the memory allocation routines
to allocate memory space for a bitplane width bits
wide and height bits high.

INPUTS
width - number of bits wide for bitplane
height - number of rows in bitplane

RESULT
planeptr - pointer to first word in bitplane
If unable to allocate space then planeptr will be NULL.

BUGS

SEE ALSO
FreeRaster graphics/gfx.h

graphics.library/AndRectRegion

NAME
AndRectRegion -- Perform 2d AND operation of rectangle
with region, leaving result in region.

SYNOPSIS
`AndRectRegion(region,rectangle)
a0 a1`
`struct Region *region;`
`struct Rectangle *rectangle;`

FUNCTION
Clip away any portion of the region that exists outside
of the rectangle. Leave the result in region.

INPUTS
region - pointer to Region structure
rectangle - pointer to Rectangle structure

BUGS

SEE ALSO
AndRegionRegion OrRectRegion graphics/regions.h

graphics.library/AndRegionRegion**NAME**

AndRegionRegion -- Perform 2d AND operation of one region
with second region, leaving result in second region.

SYNOPSIS

```
status = AndRegionRegion(region1,region2)
      d0      a0      a1
      BOOL status;
      struct Region *region1, *region2;
```

FUNCTION

Remove any portion of region2 that is not in region1.

INPUTS

region1 - pointer to Region structure
region2 - pointer to Region structure to use and for result

RESULTS

status - return TRUE if successful operation
return FALSE if ran out of memory

BUGS**SEE ALSO**

OrRegionRegion AndRectRegion graphics/regions.h

graphics.library/AndRegionRegion**graphics.library/Animate****NAME**

Animate -- Processes every AnimOb in the current animation list.

SYNOPSIS

```
Animate(anKey, rp)
      a0      a1
      struct AnimOb **anKey;
      struct RastPort *rp;
```

FUNCTION

For every AnimOb in the list

- update its location and velocities
- call the AnimOb's special routine if one is supplied
- for each component of the AnimOb
 - if this sequence times out, switch to the new one
 - call this component's special routine if one is supplied
 - set the sequence's VSprite's y,x coordinates based
on whatever these routines cause

INPUTS

key = address of the variable that points to the head AnimOb
rp = pointer to the RastPort structure

BUGS**SEE ALSO**

AddAnimOb graphics/gels.h graphics/rastport.h

graphics.library/AreaCircle**graphics.library/AreaCircle**

NAME
AreaCircle -- add a circle to areainfo list for areafill.

SYNOPSIS
error = (int) AreaCircle(rp, cx, cy, radius)
D0 Al D0 D1 D2

```
LONG error;
struct RastPort *rp;
SHORT cx, cy;
SHORT radius;
```

FUNCTION
Add circle to the vector buffer.

INPUTS
rp - pointer to a RastPort structure

(cx, cy) - are coordinates of a "centerpoint" in the raster
radius is the radius of the circle to draw around the centerpoint

This function is a macro which calls
AreaEllipse(rp,cx,cy,radius,radius).

RESULTS
0 if no error
-1 if no space left in vector list

SEE ALSO
AreaMove, AreaDraw, AreaCircle, InitArea, AreaEnd, graphics/rastport.h
graphics/gfxmacros.h

graphics.library/AreaDraw**graphics.library/AreaDraw**

NAME
AreaDraw -- Add a point to a list of end points for areafill.

SYNOPSIS
error = AreaDraw(rp, x, y)
d0 Al D0:16 D1:16

```
LONG error;
struct RastPort *rp;
SHORT x,y;
```

FUNCTION
Add point to the vector buffer.

INPUTS
rp - points to a RastPort structure
x,y - are coordinates of a point in the raster

RETURNS
0 if no error
-1 if no space left in vector list

BUGS

SEE ALSO
AreaMove InitArea AreaEnd graphics/rastport.h

graphics.library/AreaEllipse	graphics.library/AreaEllipse	graphics.library/AreaEnd	graphics.library/AreaEnd
<p>NAME AreaEllipse -- add a ellipse to areainfo list for areafill.</p> <p>SYNOPSIS error = AreaEllipse(rp, cx, cy, a, b) d0 al d0:16 d1:16 d2:16 d3:16</p> <pre>LONG error; struct RastPort *rp; SHORT cx, cy; SHORT a, b;</pre> <p>FUNCTION Add ellipse to the vector buffer.</p> <p>INPUTS rp - pointer to a RastPort structure cx - x coordinate of the centerpoint relative to the rastport. cy - y coordinate of the centerpoint relative to the rastport. a - the horizontal radius of the ellipse (note: a must be > 0) b - the vertical radius of the ellipse (note: b must be > 0)</p> <p>RESULTS 0 if no error -1 if no space left in vector list</p> <p>SEE ALSO AreaMove, AreaDraw, AreaCircle, InitArea, AreaEnd, graphics/rastport.h</p>	<p>NAME AreaEnd -- Process table of vectors and produce areafill.</p> <p>SYNOPSIS error = AreaEnd(rp) d0 A1</p> <pre>LONG error; struct RastPort *rp;</pre> <p>FUNCTION Trigger the filling operation. Process the vector buffer and generate required fill into the raster planes. After the fill is complete reinitialize for the next AreaMove. Use the raster set up by InitTmpRas when generating an areafill mask.</p> <p>RESULT Fill the area enclosed by the definitions in the vector table. Returns -1 if an error occurred anywhere. Returns 0 if no error.</p> <p>INPUTS rp points to a RastPort structure</p> <p>BUGS</p> <p>SEE ALSO InitArea AreaMove AreaDraw AreaEllipse graphics/rastport.h</p>		

graphics.library/AreaMove**graphics.library/AreaMove****NAME**

AreaMove -- Define a new starting point for a new shape in the vector list.

SYNOPSIS

```
error = AreaMove( rp, x, y)
      d0           al   d0:16  d1:16
```

```
LONG error;
struct RastPort *rp;
SHORT x,y;
```

FUNCTION

Close the last polygon and start another polygon at (x,y). Enter necessary points in vector buffer. Closing a polygon may result in the generation of another **AreaDraw()** to close previous polygon. Remember to have an initialized **AreaInfo** structure attached to the **RastPort**.

INPUTS

```
rp - points to a RastPort structure
x,y - positions in the raster
```

RETURNS

```
0 if no error
-1 if no space left in vector list
```

BUGS**SEE ALSO**

InitArea **AreaDraw** **AreaEllipse** **AreaEnd** **graphics/rastport.h**

graphics.library/AskFont**graphics.library/AskFont****NAME**

AskFont -- get the text attributes of the current font

SYNOPSIS

```
AskFont(rp, textAttr)
      al           a0
```

```
struct RastPort *rp;
struct TextAttr *textAttr;
```

FUNCTION

This function fills the **TextAttrs** structure with the attributes of the current font in the **RastPort**.

INPUTS

```
rp - the RastPort from which the text attributes are extracted
textAttr - the TextAttr structure to be filled
```

BUGS**SEE ALSO**

graphics/text.h

graphics.library/AskSoftStyle

graphics.library/AskSoftStyle

graphics.library/AttemptLockLayerRom

NAME
AttemptLockLayerRom -- Attempt to Lock Layer structure
by rom(gfx lib) code

SYNOPSIS
gotit = AttemptLockLayerRom(layer)
d0 a5

BOOLEAN gotit;
struct Layer *layer;

FUNCTION
Query the current state of the lock on this Layer. If it is
already locked then return FALSE, could not lock. If the
Layer was not locked then lock it and return TRUE.
This call does not destroy any registers.
This call nests so that callers in this chain will not lock
themselves out.

INPUTS
layer - pointer to Layer structure

RESULT
returns TRUE or FALSE depending on whether the Layer is now
locked by the caller.

SEE ALSO
LockLayerRom UnlockLayerRom

NAME
AskSoftStyle -- Get the soft style bits of the current font.

SYNOPSIS
enable = AskSoftStyle(rp)
d0 al

ULONG enable;
struct RastPort *rp;

FUNCTION

This function returns those style bits of the current font
that are not intrinsic in the font itself, but
algorithmically generated. These are the bits that are
valid to set in the enable mask for SetSoftStyle

INPUTS

rp - the RastPort from which the font and style are extracted.

RESULTS

enable - those bits in the style algorithmically generated
Style bits that are not defined are also set.

BUGS

SEE ALSO
SetSoftStyle graphics/text.h

graphics.library/BltBitMap

graphics.library/BltBitMap

SEE ALSO
ClipBlit graphics/gfx.h hardware/blit.h

NAME

BltBitMap -- Move a rectangular region of bits in a BitMap.

SYNOPSIS

```
planeCnt = BltBitMap(SrcBitMap, SrcX, SrcY, DstBitMap,
D0          A0      D0:16 D1:16  A1
                  DstX, DstY, SizeX, SizeY, Minterm, Mask [, TempA])
D2:16 D3:16 D4:16  D5:16  D6:8   D7:8  [A2]
```

```
ULONG planeCnt;
struct BitMap *SrcBitMap,*DstBitMap;
SHORT SrcX,SrcY;
SHORT DstX,DstY;
SHORT SizeX,SizeY;
UBYTE MinTerm,Mask;
CPTR TempA; /*optional */
```

FUNCTION

Perform non-destructive blits to move a rectangle from one area in a BitMap to another area, which can be on a different BitMap.

This blit is assumed to be friendly: no error conditions (e.g. a rectangle outside the BitMap bounds) are tested or reported.

INPUTS

SrcBitMap, DstBitMap - the BitMap(s) containing the rectangles

- the planes copied from the source to the destination are only those whose plane numbers are identical and less than the minimum Depth of either BitMap and whose Mask bit for that plane is non-zero.

- SrcBitMap and DstBitMap can be identical

SrcX, SrcY - the x and y coordinates of the upper left corner of the source rectangle. Valid range is positive signed integer such that the raster word's offset 0..(32767-Size)

DstX, DstY - the x and y coordinates of the upper left corner of the destination for the rectangle. Valid range is as for Src.

SizeX, SizeY - the size of the rectangle to be moved. Valid range is (X: 1..976; Y: 1..1023 such that final raster word's offset is 0..32767)

Minterm - the logic function to apply to the rectangle when A is non-zero (i.e. within the rectangle). B is the source rectangle and C, D is the destination for the rectangle.

- \$0C0 is a vanilla copy

- \$030 inverts the source before the copy

- \$050 ignores the source and inverts the destination see the hardware reference manual for other combinations

Mask - the write mask to apply to this operation. Bits set indicate the corresponding planes (if not greater than the minimum plane count) are to participate in the operation. Typically this is set to 0xff.

TempA - If the copy overlaps exactly to the left or right (i.e. the scan line addresses overlap), and TempA is non-zero, it points to enough chip accessible memory (MAXBYTESPERROW) to hold a line of A source for the blit. BitBitMap will allocate the needed TempA if none is provided and one is needed. If the blit does not overlap; SrcBitMap != DstBitMap then TempA need not be supplied.

RESULTS

planeCnt - the number of planes actually involved in the blit.

BUGS

This routine uses over 300 bytes of stack when it really does not need to. It calculates all blits ahead of time and then sits in a loop doing the blits when it should overlap blits with calculations.

graphics.library/BltBitMapRastPort

NAME

BltBitMapRastPort -- Blit from source bitmap to destination rastport.

SYNOPSIS

```
BltBitMapRastPort  
(srcbm,srcx,srcy,destrp,destX,destY,sizeX,sizeY,minterm)  
a0      d0      d1      al      d2      d3      d4      d5      d6
```

```
struct BitMap *srcbm;  
SHORT srcx,srcy;  
struct RastPort *destrp;  
SHORT destX,destY;  
SHORT sizeX,sizeY;  
UBYTE minterm;
```

FUNCTION

Blits from source bitmap to position specified in destination rastport using minterm.

INPUTS

```
srcbm - a pointer to the source bitmap  
srcx - x offset into source bitmap  
srcy - y offset into source bitmap  
destrp - a pointer to the destination rastport  
destx - x offset into dest rastport  
desty - y offset into dest rastport  
sizeX - width of blit in pixels  
sizeY - height of blit in rows  
minterm - minterm to use for this blit
```

RETURNS

TRUE

BUGS

SEE ALSO

BltMaskBitMapRastPort graphics/gfx.h graphics/rastport.h

graphics.library/BltBitMapRastPort

graphics.library/BltClear

NAME

BltClear - Clear a block of memory words to zero.

SYNOPSIS

```
BltClear( memBlock, bytecount, flags )  
al      d0      d1
```

```
APTR memBlock;  
ULONG bytecount;  
ULONG flags;
```

FUNCTION

For memory that is local and blitter accessible the most efficient way to clear a range of memory locations is to use the system's most efficient data mover, the blitter. This command accepts the starting location and count and clears that block to zeros.

INPUTS

```
memBloc - pointer to local memory to be cleared  
memBlock is assumed to be even.  
flags set bit 0 to force function to wait until blit  
is done.  
set bit1 to use row/bytessperrow  
bytecount if (flags & 2) == 0 then  
even number of bytes to clear.  
else low 16 bits is taken as number of bytes  
per row and upper 16 bits taken as  
number of rows.
```

This function is somewhat hardware dependant. In the rows/bytessperrow mode, rows must be ≤ 1024 . In bytecount mode multiple runs of the blitter may be used to clear all the memory.

RESULT

The block of memory is set to zeros.

BUGS

SEE ALSO

graphics.library/BltMaskBitMapRastPort**NAME**

BltMaskBitMapRastPort -- blit from source bitmap to destination rastport with masking of source image.

SYNOPSIS

```
BltMaskBitMapRastPort
  (srcbm,srcx,srcy,destrp,destX,destY,sizeX,sizeY,minterm,bltmask)
    a0   d0   d1   a1   d2   d3   d4   d5   d6   a2
    struct BitMap *srcbm;
    SHORT srcx,srcy;
    struct RastPort *destrp;
    SHORT destX,destY;
    SHORT sizeX,sizeY;
    UBYTE minterm;
    APTR bltmask;      * chip memory *
```

FUNCTION

Blits from source bitmap to position specified in destination rastport using bltmask to determine where source overlays destination, and minterm to determine whether to copy the source image "as is" or to "invert" the sense of the source image when copying. In either case, blit only occurs where the mask is non-zero.

INPUTS

srcbm - a pointer to the source bitmap
 srcx - x offset into source bitmap
 srcy - y offset into source bitmap
 destrp - a pointer to the destination rastport
 destX - x offset into dest rastport
 destY - y offset into dest rastport
 sizeX - width of blit in pixels
 sizeY - height of blit in rows
 minterm - either (ABC|ABNC|ANBC) if copy source and blit thru mask
 or (ANBC) if invert source and blit thru mask
 bltmask - pointer to the single bit-plane mask, which must be the same size and dimensions as the planes of the source bitmap.

RETURNS**BUGS**

SEE ALSO
BltBitMapRastPort **graphics/gfx.h** **graphics/rastport.h**

graphics.library/BltPattern**graphics.library/BltPattern****NAME**

BltPattern -- Using standard drawing rules for areafill, blit through a mask.

SYNOPSIS

```
BltPattern(rp, mask, xl, yl, maxx, maxy, bytecnt)
  al, a0  d0  d1  d2  d3  d4
```

```
struct RastPort *rp;
APTR mask;
SHORT xl,yl,maxx,maxy;
SHORT bytecnt;
```

FUNCTION

Blit using drawmode,areafill pattern, and mask at position rectangle (xl,yl) (maxx,maxy).

INPUTS

rp - points to RastPort
 mask - points to 2 dimensional mask if needed
 if mask == NULL then use a rectangle.
 xl,yl - upper left of rectangular region in RastPort
 maxx,maxy - points to lower right of rectangular region in RastPort
 bytecnt - BytesPerRow for mask

RETURNS

SEE ALSO
AreaEnd

graphics.library/BltTemplate**NAME**

BltTemplate -- Cookie cut a shape in a rectangle to the RastPort.

SYNOPSIS

```
BltTemplate(SrcTemplate, SrcX, SrcMod, rp,
            a0          d0:16   d1:16  al
            DstX, DstY, SizeX, SizeY)
            d2:16  d3:16  d4:16  d5:16
```

```
CPTR  SrcTemplate;
SHORT SrcX;
SHORT SrcMod;
struct RastPort *rp;
SHORT DstX,DstY;
SHORT SizeX,SizeY;
```

FUNCTION

This function draws the image in the template into the RastPort in the current color and drawing mode at the specified position. The template is assumed not to overlap the destination.

If the template falls outside the RastPort boundary, it is truncated to that boundary.

Note: the SrcTemplate pointer should point to the "nearest" word (rounded down) of the template mask. Fine alignment of the mask is achieved by setting the SrcX bit offset within the range of 0 to 15 decimal.

INPUTS

SrcTemplate - pointer to the first (nearest) word of the template mask.
 SrcX - x bit offset into the template mask (range 0..15).
 SrcMod - number of bytes per row in template mask.
 rp - pointer to destination RastPort.
 DstX, DstY - x and y coordinates of the upper left corner of the destination for the blit.
 SizeX, SizeY - size of the rectangle to be used as the template.

BUGS

The destination rastport (rp) must have an associated Layer structure or srcX will be ignored.

SEE ALSO

BltPattern graphics/rastport.h

graphics.library/BltTemplate**graphics.library/CBump****NAME**

CBump - increment user copper list pointer (bump to next position in list).

SYNOPSIS

```
CBump( c )
      al
```

```
struct UCopList *c;
```

FUNCTION

Increment pointer to space for next instruction in user copper list.

INPUTS

c - pointer to UCopList structure

RESULTS

User copper list pointer is incremented to next position.
 Pointer is repositioned to next user copperlist instruction block if the current block is full.

Note: CBump is usually invoked for the programmer as part of the macro definitions CWAIT or CMOVE.

BUGS**SEE ALSO**

CINIT CWAIT CMOVE CEND graphics/copper.h

<p>graphics.library/CEND</p> <p>NAME CEND -- Terminate user copper list.</p> <p>SYNOPSIS CEND(c) struct UCopList *c;</p> <p>FUNCTION Add instruction to terminate user copper list.</p> <p>INPUTS c - pointer to UCopList structure</p> <p>RESULTS This is actually a macro that calls the macro CWAIT(c,10000,255). 10000 is a magical number that the graphics library uses. I hope display technology doesn't catch up too fast!</p> <p>BUGS</p> <p>SEE ALSO CINIT CWAIT CMOVE graphics/copper.h</p>	<p>graphics.library/CEND</p>	<p>graphics.library/ChangeSprite</p> <p>NAME ChangeSprite -- Change the sprite image pointer.</p> <p>SYNOPSIS ChangeSprite(vp, s, newdata) a0 a1 a2</p> <p>struct ViewPort *vp; struct SimpleSprite *s; APTR newdata; /* chip memory */</p> <p>FUNCTION The sprite image is changed to use the data starting at newdata</p> <p>INPUTS vp - pointer to ViewPort structure that this sprite is relative to. or 0 if relative only top of View s - pointer to SimpleSprite structure newdata - pointer to data structure of the following form.</p>	<p>struct spriteimage</p> <pre> { WORD posctl[2]; /* used by simple sprite machine */ WORD data[height][2]; /* actual sprite image */ WORD reserved[2]; /* initialized to */ /* 0x0,0x0 */ }; </pre> <p>Programmer must initialize reserved[2]. Spriteimage must be in CHIP memory. The height subfield of the SimpleSprite structure must be set to reflect the height of the new spriteimage BEFORE calling ChangeSprite. The programmer may allocate two sprites to handle a single attached sprite. After GetSprite, ChangeSprite, the programmer can set the SPRITE_ATTACHED bit in posctl[1] of the odd numbered sprite.</p> <p>If you need more than 8 sprites look up VSprites in the graphics documentation.</p> <p>RESULTS</p> <p>BUGS</p> <p>SEE ALSO FreeSprite ChangeSprite MoveSprite AddvSprite graphics/sprite.h</p>
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graphics.library/CINIT

graphics.library/CINIT

NAME

CINIT -- Initialize user copperlist to accept intermediate user copper instructions.

SYNOPSIS

```
ucl = CINIT( c , n )
```

```
UCopperListInit( c , n )
a0 d0
```

```
struct UCopList *ucl;
struct UCopList *c;
short n;
```

FUNCTION

Allocates and/or initialize copperlist structures/buffers. This is a macro that calls UCopListInit. CINIT will allocate a new UCopList if c==0. If (c != 0) it will initialize the data structures to begin new copperlist without allocating more memory and it ignores n.

INPUTS

```
c - pointer to UCopList structure
n - number of instructions buffer must hold
```

RESULTS

An initialize list to accept intermediate copper instructions.

BUGS

CINIT will not actually allocate a new copperlist if c==0. Instead you must allocate a 12 byte MEMF_PUBLIC|MEMF_CLEAR block, and pass it to this function. The system's FreeVPortCopLists function will take care of deallocating it.

SEE ALSO

graphics.library/ClearEOL

NAME

ClearEOL - Clear from current position to end of line.

SYNOPSIS

```
ClearEOL( rp )
al
```

```
struct RastPort *rp;
```

FUNCTION

Clear a rectangular swath from the current position to the right edge of the rastPort. The height of the swath is taken from that of the current text font, and the vertical positioning of the swath is adjusted by the text baseline, such that text output at this position would lie wholly on this newly cleared area. Clearing consists of setting the color of the swath to zero, or, if the DrawMode is 2, to the BgPen.

INPUTS

```
rp - pointer to RastPort structure
```

BUGS

SEE ALSO

Text ClearScreen SetRast graphics/text.h graphics/rastport.h

graphics.library/ClearRectRegion

NAME

ClearRectRegion -- Perform 2d CLEAR operation of rectangle
with region, leaving result in region.

SYNOPSIS

```
status = ClearRectRegion(region,rectangle)
      d0      a0      a1
```

```
BOOL error;
struct Region *region;
struct Rectangle *rectangle;
```

FUNCTION

Clip away any portion of the region that exists inside
of the rectangle. Leave the result in region.

INPUTS

```
region - pointer to Region structure
rectangle - pointer to Rectangle structure
```

RESULTS

```
status - return TRUE if successful operation
        return FALSE if ran out of memory
```

BUGS

SEE ALSO

AndRectRegion graphics/regions.h

graphics.library/ClearRectRegion

graphics.library/ClearRegion

graphics.library/ClearRegion

NAME

ClearRegion -- Remove all rectangles from region.

SYNOPSIS

```
ClearRegion(region)
      a0
```

```
struct Region *region;
```

FUNCTION

Clip away all rectangles in the region leaving nothing.

INPUTS

region - pointer to Region structure

BUGS

SEE ALSO

NewRegion graphics/regions.h

graphics.library/ClearScreen	graphics.library/ClearScreen	graphics.library/ClipBlit	graphics.library/ClipBlit
<p>NAME ClearScreen -- Clear from current position to end of RastPort.</p> <p>SYNOPSIS ClearScreen(rp) <i> al</i> <i> struct RastPort *rp;</i></p> <p>FUNCTION Clear a rectangular swath from the current position to the right edge of the rastPort with ClearEOL, then clear the rest of the screen from just beneath the swath to the bottom of the rastPort. Clearing consists of setting the color of the swath to zero, or, if the DrawMode is 2, to the BgPen.</p> <p>INPUTS <i> rp</i> - pointer to RastPort structure</p> <p>BUGS</p> <p>SEE ALSO ClearEOL Text SetRast graphics/text.h graphics/rastport.h</p>	<p>NAME ClipBlit -- Calls BltBitMap() after accounting for windows</p> <p>SYNOPSIS ClipBlit(Src, SrcX, SrcY, Dest, DestX, DestY, XSize, YSize, Minterm); <i> a0 d0 dl al d2 d3 d4 d5 d6</i></p> <p>FUNCTION Performs the same function as BltBitMap(), except that it takes into account the Layers and ClipRects of the layer library, all of which are (and should be) transparent to you. So, whereas BltBitMap() requires pointers to BitMaps, ClipBlit requires pointers to the RastPorts that contain the Bitmaps, Layers, et cetera.</p> <p>If you are going to blit blocks of data around via the RastPort of your Intuition Window, you must call this routine (rather than BltBitMap()).</p> <p>Either the Src RastPort, the Dest RastPort, both, or neither, can have Layers. This routine takes care of all cases.</p> <p>See BltBitMap() for a thorough explanation.</p> <p>INPUTS</p> <p>Src = pointer to the RastPort of the source for your blit SrcX, SrcY = the topleft offset into Src for your data Dest = pointer to the RastPort to receive the blitted data DestX, DestY = the topleft offset into the destination RastPort XSize = the width of the blit YSize = the height of the blit Minterm = the boolean blitter function, where SRCB is associated with the Src RastPort and SRCC goes to the Dest RastPort</p> <p>RESULT</p> <p>None</p> <p>BUGS</p> <p>None</p> <p>SEE ALSO</p> <p>BltBitMap();</p>		

graphics.library/CcloseFont**graphics.library/CcloseFont**

NAME
CloseFont -- Release a pointer to a system font.

SYNOPSIS
CloseFont(font)
 al

 struct TextFont *font;

FUNCTION
This function indicates that the font specified is no longer in use. It is used to close a font opened by OpenFont, so that fonts that are no longer in use do not consume system resources.

INPUTS
font - a font pointer as returned by OpenFont or OpenDiskFont

BUGS

SEE ALSO
OpenFont diskfont.library/OpenDiskFont graphics/text.h

graphics.library/CMOVE

NAME
CMOVE -- append copper move instruction to user copper list.

SYNOPSIS
CMOVE(c , a , v)

CMove(c , a , v)
 al d0 dl
CBump(c)
 al

 struct UCopList *c;
 APTR a;
 SHORT v;

FUNCTION
Add instruction to move value v to hardware register a.

INPUTS
c - pointer to UCopList structure
a - hardware register
v - 16 bit value to be written

RESULTS
This is actually a macro that calls CMove(c,&a,v)
and then calls CBump(c) to bump the local pointer
to the next instruction. Watch out for macro side affects.

BUGS

SEE ALSO
CINIT CMOVE CWAIT graphics/copper.h

graphics.library/CopySBitMap**graphics.library/CopySBitMap****graphics.library/CWAIT****graphics.library/CWAIT****NAME**

`CopySBitMap` -- Synchronize Layer window with contents of Super BitMap

SYNOPSIS

```
CopySBitMap( layer )
    a0
    struct Layer *layer;
```

FUNCTION

This is the inverse of SyncSBitMap.
 Copy all bits from SuperBitMap to Layer bounds.
 This is used for those functions that do not want to deal with the ClipRect structures but do want to be able to work with a SuperBitMap Layer.

INPUTS

`layer` - pointer to a SuperBitMap Layer
 The Layer must already be locked by the caller.

BUGS

SEE ALSO
`LockLayerRom` `SyncSBitMap`

NAME

`CWAIT` -- Append copper wait instruction to user copper list.

SYNOPSIS

```
CWAIT( c , v , h )
    cwait( c , v , h )
        al   d0   d1
    CBump( c )
        al
```

```
struct UCopList *c;
short v,h;
```

FUNCTION

Add instruction to wait for vertical beam position `v` and horizontal position `h` to this intermediate copper list.

INPUTS

`c` - pointer to UCopList structure
`v` - vertical beam position (relative to top of viewport)
`h` - horizontal beam position

RESULTS

this is actually a macro that calls `CWait(c,v,h)` and then calls `CBump(c)` to bump the local pointer to the next instruction.

BUGS

User waiting for horizontal values of greater than 222 decimal is illegal.

SEE ALSO

`CINIT` `CMOVE` `CEND` `graphics/copper.h`

graphics.library/DisownBlitter	graphics.library/DisownBlitter	graphics.library/DisposeRegion	graphics.library/DisposeRegion
NAME DisownBlitter -- return blitter to free state.		NAME DisposeRegion -- Return all space for this region to free memory pool.	
SYNOPSIS DisownBlitter()		SYNOPSIS DisposeRegion(region) a0	
FUNCTION Free blitter up for use by other blitter users.		FUNCTION Free all RegionRectangles for this Region then free the Region itself.	
INPUTS 		INPUTS region - pointer to Region structure	
RETURNS 		BUGS 	
SEE ALSO OwnBlitter		SEE ALSO NewRegion graphics/regions.h	

graphics.library/DoCollision**graphics.library/DoCollision**

NAME
DoCollision -- Test every gel in gel list for collisions.

SYNOPSIS
DoCollision(rp)
al

struct RastPort *rp;

FUNCTION
Tests each gel in gel list for boundary and gel-to-gel collisions.
On detecting one of these collisions, the appropriate collision-handling routine is called. See the documentation for a thorough description of which collision routine is called. This routine expects to find the gel list correctly sorted in Y,X order.
The system routine SortGList performs this function for the user

INPUTS
rp = pointer to a RastPort

BUGS

SEE ALSO
InitGels SortGList graphics/gels.h graphics/gels.h

graphics.library/Draw

NAME
Draw -- Draw a line between the current pen position
and the new x,y position.

SYNOPSIS
Draw(rp, x, y)
al d0:16 dl:16

struct RastPort *rp;
SHORT x,y;

FUNCTION
Draw a line from the current pen position to (x,y).

INPUTS

rp - pointer to a RastPort
x,y - point in the RastPort to end the line.

BUGS

SEE ALSO
Move graphics/rastport.h

graphics.library/DrawEllipse	graphics.library/DrawEllipse	graphics.library/DrawGList	graphics.library/DrawGList
<p>NAME DrawEllipse -- Draw an ellipse centered at cx,cy with vertical and horizontal radii of a,b respectively.</p> <p>SYNOPSIS DrawEllipse(rp, cx, cy, a, b) al d0 d1 d2 d3 <pre>struct RastPort *rp; SHORT cx, cy; SHORT a, b;</pre> </p> <p>FUNCTION Create an elliptical outline within the rectangular region specified by the parameters, using the current foreground pen color.</p> <p>INPUTS rp - pointer to the RastPort into which the ellipse will be drawn. cx - x coordinate of the centerpoint relative to the rastport. cy - y coordinate of the centerpoint relative to the rastport. a - the horizontal radius of the ellipse (note: a must be > 0) b - the vertical radius of the ellipse (note: b must be > 0)</p> <p>Note: this routine does not clip the ellipse to a non-layered rastport.</p> <p>BUGS</p> <p>SEE ALSO DrawCircle, graphics/rastport.h</p>	<p>NAME DrawGList -- Process the gel list, queueing VSprites, drawing Bobs.</p> <p>SYNOPSIS DrawGList(rp, vp) al a0 <pre>struct RastPort *rp; struct ViewPort *vp;</pre> </p> <p>FUNCTION Performs one pass of the current gel list. <ul style="list-style-type: none"> - If nextLine and lastColor are defined, these are initialized for each gel. - If it's a VSprite build it into the copper list. - If it's a Bob, draw it into the current raster. - Copy the save values into the "old" variables, double-buffering if required. </p> <p>INPUTS rp = pointer to the RastPort where Bobs will be drawn vp = pointer to the ViewPort for which VSprites will be created</p> <p>BUGS MUSTDRAW isn't implemented yet.</p> <p>SEE ALSO InitGels graphics/gels.h graphics/rastport.h graphics/view.h</p>		

graphics.library/Flood

NAME
Flood -- Flood rastport like areafill.

SYNOPSIS
`error = Flood(rp, mode, x, y)
d0 al d2 d0 d1`

`BOOLEAN error;
struct RastPort rp;
ULONG mode;
SHORT x,y;`

FUNCTION
Search the BitMap starting at (x,y). Fill all adjacent pixels if they are:
a: aren't the same as AOLPen Mode 0
b: same as the one at (x,y) Mode 1
When actually doing the fill use the modes that apply to standard areafill routine such as drawmodes and patterns.

INPUTS

`rp - pointer to RastPort
(x,y) - coordinate in BitMap
mode - 0 fill all adjacent pixels searching for border
 1 fill all adjacent pixels that have same pen number
 as (x,y)`

Note: in order to use Flood, the destination RastPort must have a valid TmpRas raster whose size is as large as that of the RastPort.

SEE ALSO

AreaEnd graphics/rastport.h

graphics.library/Flood**graphics.library/FreeColorMap**

NAME
FreeColorMap -- Free the ColorMap structure and return memory to free memory pool.

SYNOPSIS
`FreeColorMap(colormap)
a0`

`struct ColorMap *colormap;`

FUNCTION
Return the memory to the free memory pool that was allocated with GetColorMap.

INPUTS

`colormap - pointer to ColorMap allocated with GetColorMap`

RESULT

The space is made available for others to use.

BUGS

SEE ALSO
SetRGB4 GetColorMap graphics/view.h

graphics.library/FreeCopList	graphics.library/FreeCopList	graphics.library/FreeCprList	graphics.library/FreeCprList
NAME FreeCopList -- deallocate intermediate copper list		NAME FreeCprList -- deallocate hardware copper list	
SYNOPSIS FreeCopList(coplist) a0 struct CopList *coplist;		SYNOPSIS FreeCprList(cprlist) a0 struct cprlist *cprlist;	
FUNCTION Deallocate all memory associated with this copper list.		FUNCTION return cprlist to free memory pool	
INPUTS coplist - pointer to structure CopList		INPUTS cprlist - pointer to cprlist structure	
RESULTS memory returned to memory manager		RESULTS memory returned and made available to other tasks	
BUGS		BUGS	
SEE ALSO graphics/copper.h		SEE ALSO graphics/copper.h	

graphics.library/FreeGBuffers	graphics.library/FreeGBuffers	graphics.library/FreeRaster	graphics.library/FreeRaster
<p>NAME FreeGBuffers -- Deallocate memory obtained by GetGBufers.</p> <p>SYNOPSIS FreeGBuffers(anob, rp, db) a0 al d0 struct AnimOb *anob; struct RastPort *rp; BOOL db;</p> <p>FUNCTION For each sequence of each component of the AnimOb, deallocate memory for: SaveBuffer BorderLine CollMask and ImageShadow (point to same buffer) if db is set (user had used double-buffering) deallocate: DBufPacket BufBuffer</p> <p>INPUTS anOb = pointer to the AnimOb structure rp = pointer to the current RastPort db = double-buffer indicator (set TRUE for double-buffering)</p> <p>BUGS</p> <p>SEE ALSO GetGBuffers graphics/gels.h graphics/rastport.h</p>		<p>NAME FreeRaster -- Release an allocated area to the system free memory pool.</p> <p>SYNOPSIS FreeRaster(p, width, height) a0 d0:16 d1:16 PLANEPTR p; USHORT width,height;</p> <p>FUNCTION Return the memory associated with this PLANEPTR of size width and height to the MEMF_CHIP memory pool.</p> <p>INPUTS p = a pointer to a memory space returned as a result of a call to AllocRaster. width - the width in bits of the bitplane. height - number of rows in bitplane. the same values of width and height with which you called AllocRaster in the first place, when the pointer p returned. This defines the size of the memory space which is to be returned to the free memory pool.</p> <p>BUGS</p> <p>SEE ALSO AllocRaster graphics/gfx.h</p>	

graphics.library/FreeSprite

graphics.library/FreeSprite

NAME

FreeSprite -- Return sprite for use by others and virtual sprite machine.

SYNOPSIS

```
FreeSprite( pick )
d0
```

SHORT pick;

FUNCTION

Mark sprite as available for others to use.
These sprite routines are provided to ease sharing of sprite hardware and to handle simple cases of sprite usage and movement. It is assumed the programs that use these routines do want to be good citizens in their hearts. ie: they will not FreeSprite unless they actually own the sprite.
Virtual Sprite machine may ignore simple sprite machine.

INPUTS

pick - number in range of 0-7

RESULTS

sprite made available for subsequent callers of GetSprite as well as use by Virtual Sprite Machine

BUGS

SEE ALSO

GetSprite ChangeSprite MoveSprite graphics/sprite.h

graphics.library/FreeVPortCopLists

graphics.library/FreeVPortCopLists

NAME

FreeVPortCopLists -- deallocate all intermediate copper lists and their headers from a viewport

SYNOPSIS

```
FreeVPortCopLists(vp)
a0
```

```
struct ViewPort *vp;
```

FUNCTION

Search display, color, sprite, and user copper lists and call FreeMem() to deallocate them from memory

INPUTS

vp - pointer to ViewPort structure

RESULTS

vp->DspIns = NULL; vp->SprIns = NULL; vp->ClrIns = NULL;
vp->UCopIns = NULL;

BUGS

none known

SEE ALSO

graphics/view.h

graphics.library/GetColorMap**graphics.library/GetColorMap****NAME**

GetColorMap -- allocate and initialize Colormap

SYNOPSIS

```
cm = GetColorMap( entries )
d0          d0
```

```
struct ColorMap *cm;
LONG entries;
```

FUNCTION

Allocates, initializes and returns a pointer to a ColorMap data structure, later enabling calls to SetRGB4 and LoadRGB4 to load colors for a view port. The ColorTable pointer in the ColorMap structure points to a hardware specific colormap data structure. You should not count on it being anything you can understand. Use GetRGB4() to query it or SetRGB4CM to set it directly.

INPUTS

```
entries - number of entries for this colormap
```

RESULT

The pointer value returned by this routine, if nonzero, may be stored into the ViewPort.ColorMap pointer. If a value of 0 is returned, the system was unable to allocate enough memory space for the required data structures.

BUGS**SEE ALSO**

SetRGB4 FreeColorMap

graphics.library/GetGBuffers**NAME**

GetGBuffers -- Attempt to allocate ALL buffers of an entire AnimOb.

SYNOPSIS

```
status = GetGBuffers(anOb, rp, db)
d0           a0   al   d0
```

```
BOOL status;
struct AnimOb *anOb;
struct RastPort *rp;
BOOL db;
```

FUNCTION

For each sequence of each component of the AnimOb, allocate memory for:

```
SaveBuffer
BorderLine
CollMask and ImageShadow (point to same buffer)
if db is set TRUE (user wants double-buffering) allocate:
DBufPacket
BufBuffer
```

INPUTS

anOb = pointer to the AnimOb structure

rp = pointer to the current RastPort

db = double-buffer indicator (set TRUE for double-buffering)

RESULT

status = TRUE if the memory allocations were all successful, else FALSE

BUGS

If any of the memory allocations fail it does not free the partial allocations that did succeed.

SEE ALSO

FreeGBuffers graphics/gels.h

graphics.library/GetRGB4**graphics.library/GetRGB4**

NAME
GetRGB4 -- Inquire value of entry in ColorMap.

SYNOPSIS
value = GetRGB4(colormap, entry)
d0 a0 d0

```
ULONG value;
struct ColorMap *colormap;
LONG entry;
```

FUNCTION
Read and format a value from the ColorMap.

INPUTS
colormap - pointer to ColorMap structure
entry - index into colormap

RESULT
returns -1 if no valid entry
return UWORLD RGB value 4 bits per gun right justified

BUGS

SEE ALSO
SetRGB4 LoadRGB4 GetColorMap FreeColorMap graphics/view.h

graphics.library/GetSprite

NAME
GetSprite -- Attempt to get a sprite for the simple sprite manager.

SYNOPSIS
Sprite_Number = GetSprite(sprite, pick)
d0 a0 d0

```
SHORT Sprite_Number;
struct SimpleSprite *sprite;
SHORT pick;
```

FUNCTION
Attempt to allocate one of the eight sprites for private use with the simple sprite manager. This must be done before using further calls to simple sprite machine. If the programmer wants to use 15 color sprites you must allocate both sprites and set the 'SPRITE_ATTACHED' bit in the odd sprite's posctldata array.

INPUTS
sprite - ptr to programmers SimpleSprite structure.
pick - number in the range of 0-7 or
-1 if programmer just wants the next one.

RESULTS
If pick is 0-7 attempt to allocate the sprite. If the sprite is already allocated then return -1.
If pick =-1 allocate the next sprite starting search at 0.
If no sprites are available return -1 and fill -1 in num entry of SimpleSprite structure.
If the sprite is available for allocation, mark it allocated and fill 'in the 'num' entry of the SimpleSprite structure.
If successful return the sprite number.

BUGS

SEE ALSO
FreeSprite ChangeSprite MoveSprite GetSprite graphics/sprite.h

graphics.library/GetSprite

graphics.library/InitArea**NAME**

InitArea -- Initialize vector collection matrix

SYNOPSIS

```
InitArea( areainfo, buffer, maxvectors )
         a0      a1      d0
```

```
struct AreaInfo *areainfo;
APTR buffer;
SHORT maxvectors;
```

FUNCTION

This function provides initialization for the vector collection matrix such that it has a size of (max vectors). The size of the region pointed to by buffer (short pointer) should be five (5) times as large as maxvectors. This size is in bytes. Areafills done by using AreaMove, AreaDraw, and AreaEnd must have enough space allocated in this table to store all the points of the largest fill. AreaEllipse takes up two vectors for every call. If AreaMove/Draw/Ellipse detect too many vectors going into the buffer they will return -1.

INPUTS

```
areainfo - pointer to AreaInfo structure
buffer - pointer to chunk of memory to collect vertices
maxvectors - max number of vectors this buffer can hold
```

RESULT

Pointers are set up to begin storage of vectors done by AreaMove, AreaDraw, and AreaEllipse.

BUGS**SEE ALSO**

AreaEnd AreaMove AreaDraw AreaEllipse graphics/rastport.h

graphics.library/InitArea**graphics.library/InitBitMap****graphics.library/InitBitMap****NAME**

InitBitMap -- Initialize bit map structure with input values.

SYNOPSIS

```
InitBitMap( bm, depth, width, height )
         a0      d0      d1      d2
```

```
struct BitMap *bm;
BYTE depth;
SHORT width, height;
```

FUNCTION

Initialize various elements in the BitMap structure to correctly reflect depth, width, and height. Must be used before use of BitMap in other graphics calls. The Planes[8] are not initialized and need to be set up by the caller. The Planes table was put at the end of the structure so that it may be truncated to conserve space, as well as extended. All routines that use BitMap should only depend on existence of depth number of bitplanes.

INPUTS

```
bm - pointer to a BitMap structure (gfx.h)
depth - number of bitplanes that this bitmap will have
width - number of bits (columns) wide for this BitMap
height- number of bits (rows) tall for this BitMap
```

BUGS**SEE ALSO**

graphics/gfx.h

graphics.library/InitGels**graphics.library/InitGels****NAME**

InitGels -- initialize a gel list; must be called before using gels.

SYNOPSIS

```
InitGels(head, tail, GInfo)
      a0    al    a2
```

```
struct VSprite *head, *tail;
struct GelsInfo *GInfo;
```

FUNCTION

Assigns the VSprites as the head and tail of the gel list in GfxBase.
Links these two gels together as the keystones of the list.
If the collHandler vector points to some memory array, sets
the BORDERHIT vector to NULL.

INPUTS

```
head = pointer to the VSprite structure to be used as the gel list head
tail = pointer to the VSprite structure to be used as the gel list tail
GInfo = pointer to the GelsInfo structure to be initialized
```

BUGS**SEE ALSO**

graphics/gels.h graphics/rastport.h

graphics.library/InitGMasks**NAME**

InitGMasks -- Initialize all of the masks of an AnimOb.

SYNOPSIS

```
InitGMasks(anOb)
      a0
```

```
struct AnimOb *anOb;
```

FUNCTION

For every sequence of every component call InitMasks.

INPUTS

anOb = pointer to the AnimOb

BUGS**SEE ALSO**

InitMasks graphics/gels.h

graphics.library/InitMasks

graphics.library/InitMasks

NAME

InitMasks -- Initialize the BorderLine and CollMask masks of a VSprite.

SYNOPSIS

```
InitMasks(vs)
    a0
```

```
    struct VSprite *vs;
```

FUNCTION

Creates the appropriate Borderline and CollMask masks of the VSprite. Correctly detects if the VSprite is actually a Bob definition, handles the image data accordingly.

INPUTS

vs = pointer to the VSprite structure

BUGS

SEE ALSO

InitGels graphics/gels.h

graphics.library/InitRastPort

graphics.library/InitRastPort

NAME

InitRastPort -- Initialize raster port structure

SYNOPSIS

```
InitRastPort( rp )
    a1
```

```
    struct RastPort *rp;
```

FUNCTION

Initialize a RastPort structure to standard values. The struct Rastport describes a control structure for a write-able raster. The RastPort structure describes how a complete single playfield display will be written into. A RastPort structure is referenced whenever any drawing or filling operations are to be performed on a section of memory.

The section of memory which is being used in this way may or may not be presently a part of the current actual onscreen display memory. The name of the actual memory section which is linked to the RastPort is referred to here as a "raster" or as a bitmap.

NOTE: Calling the routine InitRastPort only establishes various defaults. It does NOT establish where, in memory, the rasters are located. To do graphics with this RastPort the user must set up the BitMap pointer in the RastPort.

INPUTS

rp = pointer to a RastPort structure.

RESULT

all entries in RastPort get zeroed out.

exceptions:

The following get -1:

Mask,FgPen,AOLPen,LinePtn

DrawMode = JAM2

The font is set to the standard system font

BUGS

SEE ALSO

graphics/rastport.h

graphics.library/InitTmpRas	graphics.library/InitTmpRas	graphics.library/InitView	graphics.library/InitView
<p>NAME InitTmpRas -- Initialize area of local memory for usage by areafill, floodfill, text.</p> <p>SYNOPSIS InitTmpRas(tmpras, buffer, size) a0 al d0 struct TmpRas *tmpras; APTR buffer; LONG size;</p> <p>FUNCTION The area of memory pointed to by buffer is set up to be used by RastPort routines that may need to get some memory for intermediate operations in preparation to putting the graphics into the final BitMap. Tmpras is used to control the usage of buffer.</p> <p>INPUTS tmpras - pointer to a TmpRas structure to be linked into a RastPort buffer - pointer to a contiguous piece of chip memory. size - size in bytes of buffer</p> <p>RESULT makes buffer available for users of RastPort</p> <p>BUGS Would be nice if RastPorts could share one TmpRas.</p> <p>SEE ALSO AreaEnd Flood Text graphics/rastport.h</p>		<p>NAME InitView - Initialize View structure.</p> <p>SYNOPSIS InitView(view) al struct View *view;</p> <p>FUNCTION Initialize View structure to default values.</p> <p>INPUTS view - pointer to a View structure</p> <p>RESULT View structure set to all 0's. (1.0,1.1.1.2) Then values are put in DxOffset,DyOffset to properly position default display about .5 inches from top and left on monitor. InitView pays no attention to previous contents of view.</p> <p>BUGS</p> <p>SEE ALSO MakeVPort graphics/view.h</p>	

graphics.library/InitVPort	graphics.library/InitVPort	graphics.library/LoadRGB4	graphics.library/LoadRGB4
<p>NAME InitVPort -- Initialize ViewPort structure.</p> <p>SYNOPSIS InitVPort(vp) a0</p> <pre>struct ViewPort *vp;</pre> <p>FUNCTION Initialize ViewPort structure to default values.</p> <p>INPUTS vp - pointer to a ViewPort structure</p> <p>RESULT</p> <p>BUGS</p> <p>SEE ALSO MakeVPort graphics/view.h</p>	<p>NAME LoadRGB4 -- Load RGB color values from table.</p> <p>SYNOPSIS LoadRGB4(vp, colors , count) a0 al d0:16</p> <pre>struct ViewPort *vp; UWORD colors[]; SHORT count;</pre> <p>FUNCTION load the count words of the colormapper from table starting at entry 0.</p> <p>INPUTS vp - pointer to ViewPort, whos colors you want to change colors - pointer to table of RGB values set up as an array of USHORTS background--- 0x0RGB color1 --- 0x0RGB color2 --- 0x0RGB etc. UWORD per value. The colors are interpreted as 15 = maximum intensity. 0 = minimum intensity.</p> <p>count = number of UWORDs in the table to load into the colormap starting at color 0(background) and proceeding to the next higher color number.</p> <p>RESULTS The ViewPort should have a pointer to a valid ColorMap to store the colors in. Update the hardware copperlist to reflect the new colors. Update the intermediate copperlist with the new colors.</p> <p>BUGS</p> <p>SEE ALSO SetRGB4 GetRGB4 GetColorMap graphics/view.h</p>	<p>NAME LoadRGB4 -- Load RGB color values from table.</p> <p>SYNOPSIS LoadRGB4(vp, colors , count) a0 al d0:16</p> <pre>struct ViewPort *vp; UWORD colors[]; SHORT count;</pre> <p>FUNCTION load the count words of the colormapper from table starting at entry 0.</p> <p>INPUTS vp - pointer to ViewPort, whos colors you want to change colors - pointer to table of RGB values set up as an array of USHORTS background--- 0x0RGB color1 --- 0x0RGB color2 --- 0x0RGB etc. UWORD per value. The colors are interpreted as 15 = maximum intensity. 0 = minimum intensity.</p> <p>count = number of UWORDs in the table to load into the colormap starting at color 0(background) and proceeding to the next higher color number.</p> <p>RESULTS The ViewPort should have a pointer to a valid ColorMap to store the colors in. Update the hardware copperlist to reflect the new colors. Update the intermediate copperlist with the new colors.</p> <p>BUGS</p> <p>SEE ALSO SetRGB4 GetRGB4 GetColorMap graphics/view.h</p>	<p>NAME LoadRGB4 -- Load RGB color values from table.</p> <p>SYNOPSIS LoadRGB4(vp, colors , count) a0 al d0:16</p> <pre>struct ViewPort *vp; UWORD colors[]; SHORT count;</pre> <p>FUNCTION load the count words of the colormapper from table starting at entry 0.</p> <p>INPUTS vp - pointer to ViewPort, whos colors you want to change colors - pointer to table of RGB values set up as an array of USHORTS background--- 0x0RGB color1 --- 0x0RGB color2 --- 0x0RGB etc. UWORD per value. The colors are interpreted as 15 = maximum intensity. 0 = minimum intensity.</p> <p>count = number of UWORDs in the table to load into the colormap starting at color 0(background) and proceeding to the next higher color number.</p> <p>RESULTS The ViewPort should have a pointer to a valid ColorMap to store the colors in. Update the hardware copperlist to reflect the new colors. Update the intermediate copperlist with the new colors.</p> <p>BUGS</p> <p>SEE ALSO SetRGB4 GetRGB4 GetColorMap graphics/view.h</p>

graphics.library/LoadView

graphics.library/LoadView

graphics.library/LockLayerRom

graphics.library/LockLayerRom

NAME

LoadView -- Use a (possibly freshly created) coprocessor instruction list to create the current display.

SYNOPSIS

```
LoadView( View )  
    Al
```

```
    struct View *View;
```

FUNCTION

Install a new view to be displayed during the next display refresh pass.

Coprocessor instruction list has been created by InitVPort, Makeview, and MrgCop.

INPUTS

View - a pointer to the View structure which contains the pointer to the constructed coprocessor instructions list.

RESULT

The new View is displayed, according to your instructions. The vertical blank routine will pick this pointer up and direct the copper to start displaying this View.

BUGS

SEE ALSO

InitVPort MakeVPort MrgCop intuition/RethinkDisplay graphics/view.h

graphics.library/LoadView

graphics.library/LockLayerRom

graphics.library/LockLayerRom

NAME

LockLayerRom -- Lock Layer structure by rom(gfx lib) code.

SYNOPSIS

```
LockLayerRom( layer )  
    a5
```

```
    struct Layer *layer;
```

FUNCTION

Return when the layer is locked and no other task may alter the ClipRect structure in the Layer structure.

This call does not destroy any registers.

This call nests so that callers in this chain will not lock themselves out.

Do not have the Layer locked during a call to intuition.

There is a potential deadlock problem here, if intuition needs to get other locks as well.

Having the layer locked prevents other tasks from using the layer library functions, most notably intuition itself. So be brief.

layer.library's LockLayer is identical to LockLayerRom.

INPUTS

layer - pointer to Layer structure

RESULTS

The layer is locked and the task can render assuming the ClipRects will not change out from underneath it until an UnlockLayerRom is called.

SEE ALSO

UnlockLayerRom graphics/clip.h

graphics.library/MakeVPort	graphics.library/MakeVPort	graphics.library/Move	graphics.library/Move
<p>NAME MakeVPort -- generate display copper list.</p> <p>SYNOPSIS</p> <pre>MakeVPort(view, viewport) a0 al struct View *view; struct ViewPort *viewport;</pre> <p>FUNCTION Use information in the View, ViewPort, ViewPort->RasInfo; construct intermediate copper list for this ViewPort.</p> <p>INPUTS</p> <pre>view - pointer to View structure viewport - pointer to ViewPort structure The viewport must have valid pointer to a RasInfo.</pre> <p>RESULTS constructs intermediate copper list and puts pointers in viewport.DspIns If the ColorMap ptr in ViewPort is NULL then it uses colors from the default color table. If DUALPF in Modes then there must be a second RasInfo pointed to by the first RasInfo</p> <p>BUGS</p> <p>SEE ALSO</p> <pre>InitVPort MrqCop graphics/view.h Intuition's MakeScreen RemakeDisplay and RethinkDisplay</pre>	<p>NAME Move -- Move graphics pen position.</p> <p>SYNOPSIS</p> <pre>Move(rp, x, y) al d0:16 dl:16 struct RastPort *rp; SHORT x,y;</pre> <p>FUNCTION Move graphics pen position to (x,y) relative to upper left (0,0) of RastPort. Note: Text uses the same position.</p> <p>INPUTS</p> <pre>rp - pointer to a RastPort structure x,y - point in the RastPort</pre> <p>RESULTS</p> <p>BUGS</p> <p>SEE ALSO</p> <pre>Draw graphics/rastport.h</pre>		

graphics.library/MoveSprite	graphics.library/MoveSprite	graphics.library/MrgCop	graphics.library/MrgCop
<p>NAME MoveSprite -- Move sprite to a point relative to top of viewport.</p> <p>SYNOPSIS <code>MoveSprite(vp, sprite, x, y) a0 a1 d0 d1</code> <code>struct ViewPort *vp; struct SimpleSprite *sprite; SHORT x,y;</code></p> <p>FUNCTION Move sprite image to new place on display.</p> <p>INPUTS vp - pointer to ViewPort structure if vp = 0, sprite is positioned relative to View. sprite - pointer to SimpleSprite structure (x,y) - new position relative to top of viewport or view.</p> <p>RESULTS Calculate the hardware information for the sprite and place it in the posctlData array. During next video display the sprite will appear in new position.</p> <p>BUGS Sprites really appear one pixel to the left of the position you specify. This bug affects the apparent display position of the sprite on the screen, but does not affect the numeric position relative to the viewport or view.</p> <p>SEE ALSO FreeSprite ChangeSprite GetSprite graphics/sprite.h</p>		<p>NAME MrgCop -- Merge together coprocessor instructions.</p> <p>SYNOPSIS <code>MrgCop(View) Al</code> <code>struct View *View;</code></p> <p>FUNCTION Merge together the display, color, sprite and user coprocessor instructions into a single coprocessor instruction stream. This essentially creates a per-display-frame program for the coprocessor. This function MrgCop is used, for example, by the graphics animation routines which effectively add information into an essentially static background display. This changes some of the user or sprite instructions, but not those which have formed the basic display in the first place. When all forms of coprocessor instructions are merged together, you will have a complete per-frame instruction list for the coprocessor.</p> <p>Restrictions: Each of the coprocessor instruction lists MUST be internally sorted in min to max Y-X order. The merge routines depend on this! Each list must be terminated using CEND(copperlist)</p> <p>INPUTS View - a pointer to the view structure whose coprocessor instructions are to be merged.</p> <p>RESULT The view structure will now contain a complete, sorted/merged list of instructions for the coprocessor, ready to be used by the display processor. The display processor is told to use this new instruction stream through the instruction LoadView().</p> <p>BUGS</p> <p>SEE ALSO InitVPort MakeVPort LoadView graphics/view.h Intuition's RethinkDisplay</p>	

graphics.library/NewRegion**graphics.library/NewRegion****graphics.library/OpenFont****graphics.library/OpenFont****NAME**

NewRegion -- Get a clear region.

SYNOPSIS

```
region = NewRegion()  
d0
```

```
struct Region *region;
```

FUNCTION

Create a Region structure, initialize it to empty and return a pointer to it.

RESULTS

region - pointer to initialized region. If it could not allocate required memory region = NULL.

INPUTS

none

BUGS**SEE ALSO**

graphics/regions.h

graphics.library/NewRegion**graphics.library/OpenFont****graphics.library/OpenFont****NAME**

OpenFont -- Get a pointer to a system font.

SYNOPSIS

```
font = OpenFont(textAttr)  
d0  
a0
```

```
struct TextFont *font;  
struct TextAttr *textAttr;
```

FUNCTION

This function searches the system font space for the graphics text font that best matches the attributes specified. The pointer to the font returned can be used in subsequent SetFont and CloseFont calls. It is important to match this call with a corresponding CloseFont call for effective management of ram fonts.

INPUTS

textAttr - a TextAttr structure that describes the text font attributes desired

RESULTS

font is zero if the desired font cannot be found. If the named font is found, but the size and style specified are not available, a font with the nearest attributes is returned.

BUGS**SEE ALSO**

CloseFont SetFont diskfont.library/OpenDiskFont graphics/text.h

graphics.library/OrRectRegion	graphics.library/OrRectRegion	graphics.library/OrRegionRegion	graphics.library/OrRegionRegion
<p>NAME OrRectRegion -- Perform 2d OR operation of rectangle with region, leaving result in region.</p> <p>SYNOPSIS <code>status = OrRectRegion(region,rectangle)</code> <code> d0 a0 a1</code></p> <p><code>BOOL status</code> <code>struct Region *region;</code> <code>struct Rectangle *rectangle;</code></p> <p>FUNCTION If any portion of rectangle is not in the region then add that portion to the region.</p> <p>INPUTS <code>region</code> - pointer to Region structure <code>rectangle</code> - pointer to Rectangle structure</p> <p>RESULTS <code>status</code> - return TRUE if successful operation return FALSE if ran out of memory</p> <p>BUGS</p> <p>SEE ALSO <code>AndRectRegion</code> <code>OrRegionRegion</code> <code>graphics/regions.h</code></p>		<p>NAME OrRegionRegion -- Perform 2d OR operation of one region with second region, leaving result in second region</p> <p>SYNOPSIS <code>status = OrRegionRegion(region1,region2)</code> <code> d0 a0 a1</code></p> <p><code>BOOL status;</code> <code>struct Region *region1, *region2;</code></p> <p>FUNCTION If any portion of region1 is not in the region then add that portion to the region2</p> <p>INPUTS <code>region1</code> - pointer to Region structure <code>region2</code> - pointer to Region structure</p> <p>RESULTS <code>status</code> - return TRUE if successful operation return FALSE if ran out of memory</p> <p>BUGS</p> <p>SEE ALSO <code>OrRectRegion</code> <code>graphics/regions.h</code></p>	

graphics.library/OwnBlitter	graphics.library/OwnBlitter	graphics.library/PolyDraw	graphics.library/PolyDraw
NAME	PolyDraw -- Draw lines from table of (x,y) values.		*
OwnBlitter -- get the blitter for private usage			
SYNOPSIS			
OwnBlitter()			
FUNCTION			
If blitter is available return immediately with the blitter locked for your exclusive use. If the blitter is not available put task to sleep. It will be awakened as soon as the blitter is available. When the task first owns the blitter the blitter may still be finishing up a blit for the previous owner. You must do a WaitBlit before actually using the blitter registers.			
Calls to OwnBlitter() not nest. If a task that owns the blitter calls OwnBlitter() again, a lockup will result. (Same situation if the task calls a system function that tries to own the blitter).			
INPUTS			
NONE			
RETURNS			
SEE ALSO			
DisownBlitter			
NAME			
PolyDraw -- Draw lines from table of (x,y) values.			
SYNOPSIS			
PolyDraw(rp, count , array)			
al d0 a0			
struct RastPort *rp;			
SHORT count;			
SHORT array[];			
FUNCTION			
starting with the first pair draw connected lines to it and every succeeding pair.			
INPUTS			
rp - pointer to RastPort structure			
count - number of points in array (x,y) pairs			
array - pointer to first (x,y) pair			
BUGS			
SEE ALSO			
Draw Move graphics/rastport.h			*

graphics.library/QBlit**NAME**

QBlit -- Queue up a request for blitter usage

SYNOPSIS

```
QBlit( bp )
    al
```

```
    struct bltnode *bp;
```

FUNCTION

Link a request for the use of the blitter to the end of the current blitter queue. The pointer bp points to a blit structure containing, among other things, the link information, and the address of your routine which is to be called when the blitter queue finally gets around to this specific request. When your routine is called, you are in control of the blitter ... it is not busy with anyone else's requests. This means that you can directly specify the register contents and start the blitter. See the description of the blit structure and the uses of QBlit in the section titled Graphics Support in the OS Kernel Manual. Your code must be written to run either in supervisor or user mode on the 68000.

INPUTS

```
bp - pointer to a blit structure
```

RESULT

Your routine is called when the blitter is ready for you. In general requests for blitter usage through this channel are put in front of those who use the blitter via OwnBlitter and DisownBlitter. However for small blits there is more overhead using the queuer than Own/Disown Blitter.

BUGS**SEE ALSO**

QBSBlit hardware/blit.h

graphics.library/QBlit**graphics.library/QBSBlit****NAME**

QBSBlit -- Synchronize the blitter request with the video beam.

SYNOPSIS

```
QBSBlit( bsp )
    al
```

```
    struct bltnode *bsp;
```

FUNCTION

Call a user routine for use of the blitter, enqueued separately from the QBlit queue. Calls the user routine contained in the blit structure when the video beam is located at a specified position onscreen. Useful when you are trying to blit into a visible part of the screen and wish to perform the data move while the beam is not trying to display that same area. (prevents showing part of an old display and part of a new display simultaneously). Blitter requests on the QBSBlit queue take precedence over those on the regular blitter queue. The beamposition is specified the bltnode.

INPUTS

bsp - pointer to a blit structure. See description in the Graphics Support section of the manual for more info.

RESULT

User routine is called when the QBSBlit queue reaches this request AND the video beam is in the specified position. If there are lots of blits going on and the video beam has wrapped around back to the top it will call all the remaining bltnodes as fast as it can to try and catch up.

BUGS

Not very smart when getting blits from different tasks. They all get put in same queue so there are unfortunately some interdependencies with the beam syncing.

SEE ALSO

QBlit hardware/blit.h

graphics.library/ReadPixel**graphics.library/ReadPixel****NAME**

ReadPixel — read the pen number value of the pixel at a specified x,y location within a certain RastPort.

SYNOPSIS

```
penno = ReadPixel( rp, x, y )
      d0    al d0:16 d1:16
```

```
LONG penno;
struct RastPort *rp;
SHORT x,y;
```

FUNCTION

Combine the bits from each of the bit-planes used to describe a particular RastPort into the pen number selector which that bit combination normally forms for the system hardware selection of pixel color.

INPUTS

rp — pointer to a RastPort structure
(x,y) a point in the RastPort

RESULT

Pen - (0..255) number at that position is returned.
-1 is returned if cannot read that pixel

BUGS**SEE ALSO**

WritePixel graphics/rastport.h

graphics.library/RectFill**NAME**

RectFill — Fill a defined rectangular area with the current drawing pen color, outline color, secondary color, and pattern.

SYNOPSIS

```
RectFill( rp, xmin, ymin, xmax, ymax)
      al d0:16 d1:16 d2:16 d3:16
```

```
struct RastPort *rp;
SHORT xmin,ymin;
SHORT xmax,ymax;
```

FUNCTION

Fill the rectangular region specified by the parameters with the chosen pen colors, areafill pattern, and drawing mode. If no areafill pattern is specified, fill the rectangular region with the FgPen color, taking into account the drawing mode.

INPUTS

rp — pointer to a RastPort structure
(xmin,ymin) (xmax,ymax) are the coordinates of the upper left corner and the lower right corner, respectively, of the rectangle.
The following relation MUST be true:
(xmax >= xmin) and (ymax >= ymin)

BUGS

Complement mode with FgPen complements all bitplanes.

SEE ALSO

AreaEnd graphics/rastport.h

graphics.library/RemBob

graphics.library/RemBob

graphics.library/RemFont

graphics.library/RemFont

NAME

RemBob -- Remove a Bob from the gel list.

SYNOPSIS

RemBob(bob)

```
struct Bob *bob;
```

FUNCTION

Marks a Bob as no-longer-required. The gels internal code then removes the Bob from the list of active gels the next time DrawGList is executed. This is implemented as a macro. If the user is double-buffering the Bob, it could take two calls to DrawGList before the Bob actually disappears from the RastPort.

INPUTS

Bob = pointer to the Bob to be removed

BUGS

SEE ALSO

RemIBob DrawGList graphics/gels.h graphics/gfxmacros.h

NAME

RemFont -- Remove a font from the system list.

SYNOPSIS

RemFont(textFont)

al

```
struct TextFont *textFont;
```

FUNCTION

This function removes a font from the system, ensuring that access to it is restricted to those applications that currently have an active pointer to it: i.e. no new SetFont requests to this font are satisfied.

INPUTS

textFont - the TextFont structure to remove.

BUGS

SEE ALSO

SetFont AddFont graphics/text.h

graphics.library/RemIBob	graphics.library/RemIBob	graphics.library/RemVSprite	graphics.library/RemVSprite
<p>NAME RemIBob -- Immediately remove a Bob from the gel list and the RastPort.</p> <p>SYNOPSIS RemIBob(bob, rp, vp) a0 a1 a2</p> <pre>struct Bob *bob; struct RastPort *rp; struct ViewPort *vp;</pre> <p>FUNCTION Removes a Bob immediately by uncoupling it from the gel list and erases it from the RastPort.</p> <p>INPUTS bob = pointer to the Bob to be removed rp = pointer to the RastPort if the Bob is to be erased vp = pointer to the ViewPort for beam-synchronizing</p> <p>BUGS</p> <p>SEE ALSO InitGels RemVSprite graphics/gels.h</p>	<p>NAME RemVSprite -- Remove a VSprite from the current gel list.</p> <p>SYNOPSIS RemVSprite(vs) a0</p> <pre>struct VSprite *vs;</pre> <p>FUNCTION Unlinks the VSprite from the current gel list.</p> <p>INPUTS vs = pointer to the VSprite structure to be removed from the gel list</p> <p>BUGS</p> <p>SEE ALSO InitGels RemIBob graphics/gels.h</p>		

graphics.library/ScrollRaster	graphics.library/ScrollRaster	graphics.library/ScrollVPort	graphics.library/ScrollVPort
<p>NAME ScrollRaster -- Push bits in rectangle in raster around by dx,dy towards 0,0 inside rectangle.</p> <p>SYNOPSIS ScrollRaster(rp, dx, dy, xmin, ymin, xmax, ymax) al d0 d1 d2 d3 d4 d5</p> <pre>struct RastPort *rp; SHORT dx,dy; SHORT xmin,ymin; SHORT xmax,ymax;</pre> <p>FUNCTION Move the bits in the raster by (dx,dy) towards (0,0) The space vacated is RectFilled with BGPen. Limit the scroll operation to the rectangle defined by (xmin,ymin)(xmax,ymax). Bits outside will not be affected. If xmax,ymax is outside the rastport then use the lower right corner of the rastport. If you are dealing with a SimpleRefresh layered RastPort you should check rp->layer->Flags & LAYER_REFRESH to see if there is any damage in the damage list. If there is you should call the appropriate BeginRefresh(Intuition) or BeginUpdate(graphics) routine sequence.</p> <p>INPUTS rp - pointer to a RastPort structure dx,dy are integers that may be positive, zero, or negative xmin,ymin - upper left of bounding rectangle xmax,ymax - lower right of bounding rectangle</p> <p>EXAMPLE ScrollRaster(rp,0,1) /* shift raster up by one row */ ScrollRaster(rp,-1,-1) /* shift raster down and to the right by 1 pixel</p> <p>BUGS In 1.2/V1.3 if you ScrollRaster a SUPERBITMAP exactly left or right, and there is no TmpRas attached to the RastPort, the system will allocate one for you, but will never free it or record its location. The only workaround is to attach a valid TmpRas of size at least MAXBYTESPERROW to the RastPort before the call.</p> <p>ScrollRaster does not add the shifted areas into the damage list. This can cause difficulties for SIMPLE_REFRESH windows.</p> <p>SEE ALSO graphics/rastport.h</p>	<p>NAME ScrollVPort -- Reinterpret RasInfo information in ViewPort.</p> <p>SYNOPSIS ScrollVPort(vp) a0</p> <pre>struct ViewPort *vp;</pre> <p>FUNCTION After the programmer has adjusted the offset values in the RasInfo structures of ViewPort, change the the copper lists to reflect the the Scroll positions. Changing the BitMap ptr in RasInfo and not changing the the Offsets will effect a double buffering affect.</p> <p>INPUTS vp - pointer to a ViewPort structure that is currently be displayed.</p> <p>RESULTS modifies hardware and intermediate copperlists to reflect new RasInfo</p> <p>BUGS pokes not fast enough to avoid some visible hashing of display</p> <p>SEE ALSO MakeVPort MrgCop LoadView graphics/view.h</p>		

graphics.library/SetAPen	graphics.library/SetAPen	graphics.library/SetBPen	graphics.library/SetBPen
NAME SetAPen -- Set primary pen		NAME SetBPen -- Set secondary pen	
SYNOPSIS SetAPen(rp, pen) al d0		SYNOPSIS SetBPen(rp, pen) al d0	
struct RastPort *rp; UBYTE pen;		struct RastPort *rp; UBYTE pen;	
FUNCTION Set the primary drawing pen for lines, fills, and text.		FUNCTION Set the secondary drawing pen for lines, fills, and text.	
INPUTS rp - pointer to RastPort structure. pen - (0-255)		INPUTS rp - pointer to RastPort structure. pen - (0-255)	
RESULT Changes the minterms in the RastPort to reflect new primary pen. Set line drawer to restart pattern.		RESULT Changes the minterms in the RastPort to reflect new secondary pen. Set line drawer to restart pattern.	
BUGS		BUGS	
SEE ALSO SetBPen graphics/rastport.h		SEE ALSO SetAPen graphics/rastport.h	

graphics.library/SetCollision	graphics.library/SetCollision	graphics.library/SetDrMd	graphics.library/SetDrMd
<p>NAME SetCollision -- Set a pointer to a user collision routine.</p> <p>SYNOPSIS SetCollision(num, routine, GInfo) d0 a0 al</p> <pre>ULONG num; VOID (*routine)(); struct GelsInfo *GInfo;</pre> <p>FUNCTION Sets a specified entry (num) in the user's collision vectors table equal to the address of the specified collision routine.</p> <p>INPUTS num = collision vector number routine = pointer to the user's collision routine GInfo = pointer to a GelsInfo structure</p> <p>BUGS</p> <p>SEE ALSO InitGels graphics/gels.h graphics/rastport.h</p>		<p>NAME SetDrMd -- Set drawing mode</p> <p>SYNOPSIS SetDrMd(rp, mode) al d0:8</p> <pre>struct RastPort *rp; UBYTE mode;</pre> <p>FUNCTION Set the drawing mode for lines, fills and text. Get the bit definitions from rastport.h</p> <p>INPUTS rp - pointer to RastPort structure. mode - 0-255, some combinations may not make much sense.</p> <p>RESULT The mode set is dependant on the bits selected. Change minterms to reflect new drawing mode. Set line drawer to restart pattern.</p> <p>BUGS</p> <p>SEE ALSO SetAPen graphics/rastport.h</p>	

graphics.library/SetFont	graphics.library/SetFont	graphics.library/SetOpen	graphics.library/SetOpen
<p>NAME SetFont -- Set the text font and attributes in a RastPort.</p> <p>SYNOPSIS <code>SetFont(rp, font) al a0</code></p> <pre>struct RastPort *rp; struct TextFont *font;</pre> <p>FUNCTION This function sets the font in the RastPort to that described by font, and updates the text attributes to reflect that change. If font is zero, this call leaves the RastPort with no font. This function clears the effect of any previous soft styles.</p> <p>INPUTS <code>rp</code> - the RastPort in which the text attributes are to be changed <code>font</code> - pointer to a TextFont structure returned from OpenFont or OpenDiskFont</p> <p>BUGS</p> <p>SEE ALSO OpenFont diskfont.library/OpenDiskFont graphics/text.h</p>	<p>NAME SetOpen -- Change the Area Outline pen and turn on outline mode for areafills.</p> <p>SYNOPSIS <code>SetOpen(rp, pen)</code></p> <pre>struct RastPort *rp; UBYTE pen;</pre> <p>FUNCTION This is implemented as a c-macro. Pen is the pen number that will be used to draw a border around an areafill during AreaEnd().</p> <p>INPUTS <code>rp</code> = pointer to RastPort structure <code>pen</code> = number between 0-255</p> <p>BUGS</p> <p>SEE ALSO AreaEnd() graphics/gfxmacros.h graphics/rastport.h</p>		

graphics.library/SetRast	graphics.library/SetRast	graphics.library/SetRGB4	graphics.library/SetRGB4
<p>NAME SetRast -- Set an entire drawing area to a specified color.</p> <p>SYNOPSIS SetRast(rp, pen) <code> al d0</code></p> <pre>struct RastPort *rp; UBYTE pen;</pre> <p>FUNCTION Set the entire contents of the specified RastPort to the specified pen.</p> <p>INPUTS <code>rp</code> - pointer to RastPort structure <code>pen</code> - the pen number (0-255) to jam into bitmap</p> <p>RESULT The drawing area becomes the selected pen number.</p> <p>BUGS</p> <p>SEE ALSO RectFill graphics/rastport.h</p>		<p>NAME SetRGB4 -- Set one color register for this viewport.</p> <p>SYNOPSIS SetRGB4(vp, n, r, g, b) <code> a0 d0 d1:4 d2:4 d3:4</code></p> <pre>struct ViewPort *vp; SHORT n; UBYTE r,g,b;</pre> <p>FUNCTION Change the color look up table so that this viewport displays the color (r,g,b) for pen number n.</p> <p>INPUTS <code>vp</code> - pointer to viewport structure <code>n</code> - the color number (range from 0 to 31) <code>r</code> - red level <code>g</code> - green level <code>b</code> - blue level</p> <p>RESULT If there is a ColorMap for this viewport store the value in in the structure ColorMap. The selected color register is changed to match your specs. If the color value is unused then nothing will happen.</p> <p>BUGS</p> <p>SEE ALSO LoadRGB4 GetRGB4 graphics/view.h</p>	

graphics.library/SetRGB4CM	graphics.library/SetRGB4CM	graphics.library/SetSoftStyle	graphics.library/SetSoftStyle
<p>NAME SetRGB4CM -- Set one color register for this ColorMap.</p> <p>SYNOPSIS SetRGB4CM(cm, n, r, g, b) $\quad\quad\quad a_0 \quad d_0 \quad d_{1:4} \quad d_{2:4} \quad d_{3:4}$</p> <pre>struct ColorMap *cm; SHORT n; UBYTE r,g,b;</pre> <p>INPUTS $cm = colormap$ $n =$ the color number (range from 0 to 31) $r =$ red level $g =$ green level $b =$ blue level</p> <p>RESULT Store the (r,g,b) triplet at index n of the ColorMap structure. This function can be used to set up a ColorMap before linking it into a viewport.</p> <p>BUGS</p> <p>SEE ALSO GetColorMap GetRGB4 SetRGB4 graphics/view.h</p>	<p>NAME SetSoftStyle -- Set the soft style of the current font.</p> <p>SYNOPSIS newStyle = SetSoftStyle(rp, style, enable) $\quad\quad\quad d_0 \quad\quad\quad a_1 \quad d_0 \quad\quad\quad d_1$</p> <pre>ULONG newStyle; struct RastPort *rp; ULONG style; ULONG enable;</pre> <p>FUNCTION This function alters the soft style of the current font. Only those bits that are also set in enable are affected. The resulting style is returned, since some style request changes will not be honored when the implicit style of the font precludes changing them.</p> <p>INPUTS rp - the RastPort from which the font and style are extracted. $style$ - the new font style to set, subject to enable. $enable$ - those bits in style to be changed. Any set bits here that would not be set as a result of AskSoftStyle will be ignored, and the newStyle result will not be as expected.</p> <p>RESULTS $newStyle$ - the resulting style, both as a result of previous soft style selection, the effect of this function, and the style inherent in the set font.</p> <p>BUGS</p> <p>SEE ALSO AskSoftStyle graphics/text.h</p>		

graphics.library/SortGList	graphics.library/SortGList	graphics.library/SyncSBitMap	graphics.library/SyncSBitMap
<p>NAME SortGList -- Sort the current gel list, ordering its y,x coordinates.</p> <p>SYNOPSIS SortGList(rp) al</p> <p>FUNCTION Sorts the current gel list according to the gels' y,x coordinates. This sorting is essential before calls to DrawGList or DoCollision.</p> <p>INPUTS rp = pointer to the RastPort structure containing the GelsInfo</p> <p>BUGS</p> <p>SEE ALSO InitGels DoCollision DrawGList graphics/rastport.h</p>		<p>NAME SyncSBitMap -- Syncronize Super BitMap with whatever is in the standard Layer bounds.</p> <p>SYNOPSIS SyncSBitMap(layer) a0</p> <p>struct Layer *layer;</p> <p>FUNCTION Copy all bits from ClipRects in Layer into Super BitMap BitMap. This is used for those functions that do not want to deal with the ClipRect structures but do want to be able to work with a SuperBitMap Layer.</p> <p>INPUTS layer - pointer to a Layer that has a SuperBitMap The Layer should already be locked by the caller.</p> <p>RESULT A bitmap that the programmer can now diddle with the bits. After diddling the programmer should call CopySBitMap to copy the bits back into the onscreen layer.</p> <p>BUGS</p> <p>SEE ALSO CopySBitMap graphics/clip.h</p>	

graphics.library/Text**NAME**

Text -- Write text characters (no formatting).

SYNOPSIS

```
Text(rp, string, count)
    al    a0    d0:0:16
```

```
struct RastPort *rp;
STRPTR string;
SHORT count;
```

FUNCTION

This graphics function writes printable text characters to the specified RastPort at the current position. No control meaning is applied to any of the characters, and only text on the current line is output. If the characters displayed run past the RastPort boundary, the current position is truncated to the boundary, and thus does not represent the true position.

INPUTS

rp - a pointer to the RastPort which describes where the text is to be output
 count - the string length. If zero, there are no characters to be output.
 string - the address of string to output

BUGS

The maximum string length (in pixels) is limited to (1024 - 16 = 1008) pixels wide.

Text is clipped to the width of the rastport even if the Text() write was made starting to the left of the rastport.

SEE ALSO

Move TextLength graphics/text.h graphics/rastport.h

graphics.library/Text**graphics.library/TextLength****NAME**

TextLength -- Determine raster length of text data.

SYNOPSIS

```
length = TextLength(rp, string, count)
d0:16          al    a0    d0:16
```

```
SHORT length;
struct RastPort *rp;
STRPTR string;
SHORT count;
```

FUNCTION

This graphics function determines the length that text data would occupy if output to the specified RastPort with the current attributes. The length is specified as the number of raster dots: to determine what the current position would be after a Write using this string, add the length to cp_x (cp_y is unchanged by Write).

INPUTS

rp - a pointer to the RastPort which describes where the text attributes reside.
 string - the address of string to determine the length of
 count - the string length. If zero, there are no characters in the string.

RESULTS

length - the number of pixels in x this text would occupy, not including any negative kerning that may take place at the beginning of the text string, nor taking into account the effects of any clipping that may take place.

BUGS

A length that would overflow single word arithmetic is not calculated correctly.

SEE ALSO

Text graphics/text.h graphics/rastport.h

graphics.library/UnlockLayerRom * NAME UnlockLayerRom -- Unlock Layer structure by rom(gfx lib) code. SYNOPSIS UnlockLayerRom(layer) a5 FUNCTION Release the lock on this layer. If the same task has called LockLayerRom more than once than the same number of calls to UnlockLayerRom must happen before the layer is actually freed so that other tasks may use it. This call does destroy scratch registers. This call is identical to UnlockLayer (layers.library). INPUTS layer - pointer to Layer structure BUGS SEE ALSO LockLayerRom graphics/clip.h *	graphics.library/UnlockLayerRom NAME UnlockLayerRom -- Unlock Layer structure by rom(gfx lib) code. SYNOPSIS UnlockLayerRom(layer) a5 FUNCTION Release the lock on this layer. If the same task has called LockLayerRom more than once than the same number of calls to UnlockLayerRom must happen before the layer is actually freed so that other tasks may use it. This call does destroy scratch registers. This call is identical to UnlockLayer (layers.library). INPUTS layer - pointer to Layer structure BUGS SEE ALSO LockLayerRom graphics/clip.h *	graphics.library/VBeamPos NAME VBeamPos -- Get vertical beam position at this instant. SYNOPSIS pos = VBeamPos() d0 LONG pos; FUNCTION Get the vertical beam position from the hardware. INPUTS none RESULT interrogates hardware for beam position and returns value. valid results in the range of 0-511 Because of multitasking, the actual value returned may have no use. If you are the highest priority task then the value returned should be close, within 1 line. BUGS SEE ALSO	graphics.library/VBeamPos NAME VBeamPos -- Get vertical beam position at this instant. SYNOPSIS pos = VBeamPos() d0 LONG pos; FUNCTION Get the vertical beam position from the hardware. INPUTS none RESULT interrogates hardware for beam position and returns value. valid results in the range of 0-511 Because of multitasking, the actual value returned may have no use. If you are the highest priority task then the value returned should be close, within 1 line. BUGS SEE ALSO
---	--	---	---

graphics.library/WaitBlit	graphics.library/WaitBlit	graphics.library/WaitBOVP	graphics.library/WaitBOVP
NAME		NAME	*
WaitBlit -- Wait for the blitter to be finished before proceeding with anything else.		WaitBOVP -- Wait till vertical beam reached bottom of this viewport.	
SYNOPSIS		SYNOPSIS	
WaitBlit()		WaitBOVP(vp) a0	
FUNCTION		FUNCTION	
WaitBlit returns when the blitter is idle. This function should normally only be used when dealing with the blitter in a synchronous manner, such as when using OwnBlitter and DisownBlitter. WaitBlit does not wait for all blits queued up using QBlit or QBSBlit. You should call WaitBlit if you are just about to free some memory that you have used with the blitter.		Returns when vertical beam reaches bottom of this viewport	
Note that many graphics calls fire up the blitter, and let it run. The CPU does not need to wait for the blitter to finish before returning. When examining bits with the CPU right after a blit, or when freeing temporary memory used by the blitter, a WaitBlit() may be required.			
INPUTS		INPUTS	
none		vp - pointer to ViewPort structure	
RESULT		RESULT	
Your program waits until the blitter is finished. Unlike most Amiga rom routines, the CPU registers D0/D1/A0 and A1 are preserved by this call.		This function will return sometime after the beam gets beyond the bottom of the viewport. Depending on the multitasking load of the system, the actual beam position may be different than what would be expected in a lightly loaded system.	
BUGS		BUGS	
There is a bug in the older revisions of the Agnus chip that can cause the BUSY bit to indicate the blit has finished when the blitter has, in fact, not started the blit yet (even though BltSize has been written). This most often occurs in a heavily loaded system with extended memory, HIRES, and 4 bitplanes. WaitBlit currently tries to avoid the Agnus problem by testing the BUSY bit multiple times to make sure the blitter has started, there is no need for further action on the part of the WaitBlit user. Also this pig busy waits. (sigh)		Horrors! This function currently busy waits waiting for the beam to get to the right place. It should use the copper interrupt to trigger and send signals like WaitTOF does.	
The hardware bug was fixed as of the first "Fat Agnus" chip, as used in all A500 and A2000 computers.			
SEE ALSO		SEE ALSO	
OwnBlitter DisownBlitter hardware/blit.h		WaitTOF VBeamPos	

graphics.library/WaitTOF	graphics.library/WaitTOF	graphics.library/WritePixel	graphics.library/WritePixel
<p>NAME WaitTOF -- Wait for the top of the next video frame.</p> <p>SYNOPSIS <code>WaitTOF()</code></p> <p>FUNCTION Wait for vertical blank to occur and all vertical blank interrupt routines to complete before returning to caller.</p> <p>INPUTS none</p> <p>RESULT Place this task on the TOF wait queue. When vertical blank interrupt comes around the interrupt service routine fires off signals to all the tasks doing WaitTOF. The highest priority task ready gets to run then.</p> <p>BUGS</p> <p>SEE ALSO <code>exec/Wait exec/Signal</code></p>	<p>NAME WritePixel -- Change the pen num of one specific pixel in a specified RasterPort.</p> <p>SYNOPSIS <code>error = WritePixel(rp, x, y d0)</code></p> <p>FUNCTION Changes the pen number of the selected pixel in the specified RastPort to that currently specified by PenA, the primary drawing pen. Obey minterms in RastPort.</p> <p>INPUTS <code>rp - a pointer to the RastPort structure (x,y) - point within the RastPort at which the selected pixel is located.</code></p> <p>RESULT <code>error = 0 if pixel successfully changed = -1 if (x,y) is outside the RastPort</code></p> <p>BUGS</p> <p>SEE ALSO <code>ReadPixel graphics/rastport.h</code></p>		

graphics.library/XorRectRegion	graphics.library/XorRectRegion	graphics.library/XorRegionRegion	graphics.library/XorRegionRegion
<p>NAME XorRectRegion -- Perform 2d XOR operation of rectangle with region, leaving result in region</p> <p>SYNOPSIS <code>status = XorRectRegion(region,rectangle)</code> <code> d0 a0 al</code></p> <pre>BOOL status; struct Region *region; struct Rectangle *rectangle;</pre> <p>FUNCTION Add portions of rectangle to region if they are not in the region. Remove portions of rectangle from region if they are in the region.</p> <p>INPUTS <code>region - pointer to Region structure</code> <code>rectangle - pointer to Rectangle structure</code></p> <p>RESULTS <code>status - return TRUE if successful operation</code> <code> return FALSE if ran out of memory</code></p> <p>BUGS</p> <p>SEE ALSO <code>OrRegionRegion</code> <code>AndRegionRegion</code> <code>graphics/regions.h</code></p>		<p>NAME XorRegionRegion -- Perform 2d XOR operation of one region with second region, leaving result in second region</p> <p>SYNOPSIS <code>status = XorRegionRegion(region1,region2)</code> <code> d0 a0 al</code></p> <pre>BOOL status; struct Region *region1, *region2;</pre> <p>FUNCTION Join the regions together. If any part of region1 overlaps region2 then remove that from the new region.</p> <p>INPUTS <code>region1 = pointer to Region structure</code> <code>region2 = pointer to Region structure</code></p> <p>RESULTS <code>status - return TRUE if successful operation</code> <code> return FALSE if ran out of memory</code></p> <p>BUGS</p>	

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icon.library/AddFreeList

icon.library/AddFreeList

NAME

AddFreeList - add memory to the free list

SYNOPSIS

status = AddFreeList(free, mem, len)
D0 A0 A1 A2

FUNCTION

This routine adds the specified memory to the free list.
The free list will be extended (if required). If there
is not enough memory to complete the call, a null is returned.

Note that AddFreeList does NOT allocate the requested memory.
It only records the memory in the free list.

INPUTS

free -- a pointer to a FreeList structure
mem -- the base of the memory to be recorded
len -- the length of the memory to be recorded

RESULTS

status -- nonzero if the call succeeded.

EXCEPTIONS

SEE ALSO

AllocEntry, FreeEntry, FreeFreeList

BUGS

icon.library/BumpRevision	icon.library/BumpRevision	icon.library/FindToolType	icon.library/FindToolType															
<p>NAME BumpRevision - reformat a name for a second copy</p> <p>SYNOPSIS result = BumpRevision(newbuf, oldname) D0 A0 A1</p> <p>FUNCTION BumpRevision takes a name and turns it into a "copy of name". It knows how to deal with copies of copies. The routine will truncate the new name to the maximum dos name size (currently 30 characters).</p> <p>INPUTS newbuf - the new buffer that will receive the name (it must be at least 31 characters long). oldname - the original name</p> <p>RESULTS result - a pointer to newbuf</p> <p>EXCEPTIONS</p> <p>EXAMPLE</p> <table> <thead> <tr> <th>oldname</th> <th>newbuf</th> </tr> </thead> <tbody> <tr><td>"foo"</td><td>"copy of foo"</td></tr> <tr><td>"copy of foo"</td><td>"copy 2 of foo"</td></tr> <tr><td>"copy 2 of foo"</td><td>"copy 3 of foo"</td></tr> <tr><td>"copy 199 of foo"</td><td>"copy 200 of foo"</td></tr> <tr><td>"copy foo"</td><td>"copy of copy foo"</td></tr> <tr><td>"copy 0 of foo"</td><td>"copy 1 of foo"</td></tr> <tr><td>"01234567890123456789012345678901"</td><td>"copy of 0123456789012345678901"</td></tr> </tbody> </table> <p>SEE ALSO</p> <p>BUGS</p>	oldname	newbuf	"foo"	"copy of foo"	"copy of foo"	"copy 2 of foo"	"copy 2 of foo"	"copy 3 of foo"	"copy 199 of foo"	"copy 200 of foo"	"copy foo"	"copy of copy foo"	"copy 0 of foo"	"copy 1 of foo"	"01234567890123456789012345678901"	"copy of 0123456789012345678901"	<p>NAME FindToolType - find the value of a ToolType variable</p> <p>SYNOPSIS value = FindToolType(toolTypeArray, typeName) D0 A0 A1</p> <p>FUNCTION This function searches a tool type array for a given entry, and returns a pointer to that entry. This is useful for finding standard tool type variables. The returned value is not a new copy of the string but is only a pointer to the part of the string after typeName.</p> <p>INPUTS toolTypeArray - an array of strings typeName - the name of the tooltype entry</p> <p>RESULTS value - a pointer to a string that is the value bound to typeName, or NULL if typeName is not in the toolTypeArray.</p> <p>EXCEPTIONS</p> <p>EXAMPLE Assume the tool type array has two strings in it: "FILETYPE=text" "TEMPDIR=:t" FindToolType(toolTypeArray, "FILETYPE") returns "text" FindToolType(toolTypeArray, "TEMPDIR") returns ":t" FindToolType(toolTypeArray, "MAXSIZE") returns NULL</p> <p>SEE ALSO MatchToolValue</p> <p>BUGS</p>	
oldname	newbuf																	
"foo"	"copy of foo"																	
"copy of foo"	"copy 2 of foo"																	
"copy 2 of foo"	"copy 3 of foo"																	
"copy 199 of foo"	"copy 200 of foo"																	
"copy foo"	"copy of copy foo"																	
"copy 0 of foo"	"copy 1 of foo"																	
"01234567890123456789012345678901"	"copy of 0123456789012345678901"																	

icon.library/FreeDiskObject	icon.library/FreeDiskObject	icon.library/FreeFreeList	icon.library/FreeFreeList
<p>NAME FreeDiskObject - free all memory in a Workbench disk object</p> <p>SYNOPSIS FreeDiskObject(diskobj) A0</p> <p>FUNCTION This routine frees all memory in a Workbench disk object, and the object itself. It is implemented via FreeFreeList().</p> <p>GetDiskObject() takes care of all the initialization required to set up the objects free list. This procedure may ONLY be called on DiskObject allocated via GetDiskObject().</p> <p>INPUTS diskobj -- a pointer to a DiskObject structure</p> <p>RESULTS</p> <p>EXCEPTIONS</p> <p>SEE ALSO GetDiskObject, FreeFreeList</p> <p>BUGS</p>		<p>NAME FreeFreeList - free all memory in a free list</p> <p>SYNOPSIS FreeFreeList(free) A0</p> <p>FUNCTION This routine frees all memory in a free list, and the free list itself. It is useful for easily getting rid of all memory in a series of structures. There is a free list in a Workbench object, and this contains all the memory associated with that object.</p> <p>A FreeList is a list of MemList structures. See the MemList and MemEntry documentation for more information.</p> <p>If the FreeList itself is in the free list, it must be in the first MemList in the FreeList.</p> <p>INPUTS free -- a pointer to a FreeList structure</p> <p>RESULTS</p> <p>EXCEPTIONS</p> <p>SEE ALSO AllocEntry, FreeEntry, AddFreeList</p> <p>BUGS</p>	

icon.library/GetDiskObject	icon.library/GetDiskObject	icon.library/MatchToolValue	icon.library/MatchToolValue
<p>NAME GetDiskObject - read in a Workbench disk object</p> <p>SYNOPSIS diskobj = GetDiskObject(name) D0 A0</p> <p>FUNCTION This routine reads in a Workbench disk object from disk. The name parameter will have a ".info" postpended to it, and the info file of that name will be read. If the call fails, it will return zero. The reason for the failure may be obtained via IoErr().</p> <p>Using this routine protects you from any future changes to the way icons are stored within the system.</p> <p>A FreeList structure is allocated just after the DiskObject structure; FreeDiskObject makes use of this to get rid of the memory that was allocated.</p>	<p>NAME MatchToolValue - check a tool type variable for a particular value</p> <p>SYNOPSIS result = MatchToolValue(typeString, value) D0 A0 A1</p> <p>FUNCTION MatchToolValue is useful for parsing a tool type value for a known value. It knows how to parse the syntax for a tool type value (in particular, it knows that ' ' separates alternate values).</p>	<p>INPUTS typeString - a ToolType value (as returned by FindToolType) value - you are interested if value appears in typeString</p> <p>RESULTS result - a one if the value was in typeString</p> <p>EXCEPTIONS</p>	<p>EXAMPLE Assume there are two type strings: type1 = "text" type2 = "a b c" MatchToolValue(type1, "text") returns 1 MatchToolValue(type1, "data") returns 0 MatchToolValue(type2, "a") returns 1 MatchToolValue(type2, "b") returns 1 MatchToolValue(type2, "d") returns 0 MatchToolValue(type2, "a b") returns 0</p> <p>SEE ALSO FindToolType</p> <p>BUGS</p>

icon.library/PutDiskObject

icon.library/PutDiskObject

NAME

PutDiskObject - write out a DiskObject to disk

SYNOPSIS

```
status = PutDiskObject( name, diskobj )
D0      A0      A1
```

FUNCTION

This routine writes out a DiskObject structure, and its associated information. The file name of the info file will be the name parameter with a ".info" postpended to it. If the call fails, a zero will be returned. The reason for the failure may be obtained via IoErr().

Using this routine protects you from any future changes to the way icons are stored within the system.

INPUTS

name -- name of the object
diskobj -- a pointer to a DiskObject

RESULTS

status -- non-zero if the call succeeded

EXCEPTIONS

SEE ALSO
GetDiskObject, FreeDiskObject

BUGS

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intuition.library/WindowToFront

intuition.library/ActivateGadget

intuition.library/ActivateGadget

NAME

ActivateGadget -- Activate a (String) Gadget.

SYNOPSIS

```
Success = ActivateGadget(Gadget, Window, Request)
          D0      A0      A2
```

```
BOOL Success;
struct Gadget *Gadget;
struct Window *Window;
struct Requester *Request;
```

FUNCTION

Activates a String Gadget. If successful, this means that the user does not need to click in the gadget before typing.

The Window parameter must point to the window which contains the Gadget. If the gadget is actually in a Requester, the Window must contain the Requester, and a pointer to the Requester must also be passed. The Requester parameter must only be valid if the Gadget has the REQGADGET flag set, a requirement for all Requester Gadgets.

The success of this function depends on a rather complex set of conditions. The intent is that the user is never interrupted from what interactions he may have underway.

The current set of conditions includes:

- The Window must be active. (Use the ACTIVEWINDOW IDCMP).
- No other gadgets may be in use. This includes system gadgets, such as those for window sizing, dragging, etc.
- If the gadget is in a Requester, that Requester must be active. (Use the REQSET and REQCLEAR IDCMP).
- The right mouse button cannot be held down (e.g. menus

INPUTS

Gadget = pointer to the Gadget that you want activated.
 Window = pointer to a Window structure containing the Gadget.
 Requester = pointer to a Requester (may be NULL if this isn't a Requester Gadget (i.e. REQGADGET is not set)).

RESULT

If the conditions above are met, and the Gadget is in fact a String Gadget, then this function will return TRUE, else FALSE.

BUGS

SEE ALSO

intuition.library/ActivateWindow

intuition.library/ActivateWindow

NAME

ActivateWindow -- Activate an Intuition Window.

SYNOPSIS

```
ActivateWindow(Window)
```

```
A0
```

```
struct Window *Window;
```

FUNCTION

Activates an Intuition Window.

Note that this call may have its action deferred: you cannot assume that when this call is made the selected window has become active. This action will be postponed while the user plays with gadgets and menus, or sizes and drags windows. You may detect when the window actually has become active by the ACTIVEWINDOW IDCMP Message.

This call is intended to provide flexibility but not to confuse the user. Please call this function synchronously with some action by the user.

INPUTS

Window = a pointer to a Window structure

RESULT

None

BUGS

Calling this function in a tight loop can blow out Intuition's deferred action queue.

SEE ALSO

OpenWindow(), and the ACTIVATE Window Flag

intuition.library/AddGadget	intuition.library/AddGadget	intuition.library/AddGLList	intuition.library/AddGLList
<p>NAME AddGadget -- Add a Gadget to the Gadget list of the Window or Screen.</p> <p>SYNOPSIS RealPosition = AddGadget(Window, Gadget, Position) D0 A0 A1 D0</p> <pre>USHORT RealPosition; struct Window *Window; struct Gadget *Gadget; USHORT Position;</pre> <p>FUNCTION Adds the specified Gadget to the Gadget list of the given Window, linked in at the position in the list specified by the Position argument (that is, if Pos == 0, the Gadget will be inserted at the head of the list, and if Position == 1 then the Gadget will be inserted after the first Gadget and before the second). If the Position you specify is greater than the number of Gadgets in the list, your Gadget will be added to the end of the list.</p> <p>Calling AddGadget() does not cause your gadget do be redisplayed. The benefit of this is that you may add several gadgets without having the gadget list be redrawn every time.</p> <p>This procedure returns the position at which your Gadget was added.</p> <p>NOTE: A relatively safe way to add the Gadget to the end of the list is to specify a Position of -1 (i.e., (USHORT) ~0). That way, only the 65536th (and multiples of it) will be inserted at the wrong position. The return value of the procedure will tell you where it was actually inserted.</p> <p>NOTE: The System Window Gadgets are initially added to the front of the Gadget List. The reason for this is: If you position your own Gadgets in some way that interferes with the graphical representation of the system Gadgets, the system's ones will be "hit" first by User. If you then start adding Gadgets to the front of the list, you will disturb this plan, so beware. On the other hand, if you don't violate the design rule of never overlapping your Gadgets, there's no problem.</p> <p>NOTE: You may not add your own gadgets to a Screen. Gadgets may be added to backdrop windows, however, which can be visually similar, but also provide an IDCMP channel for gadget input messages.</p> <p>INPUTS Window = pointer to the Window to get your Gadget Gadget = pointer to the new Gadget Position = integer position in the list for the new Gadget (starting from zero as the first position in the list)</p> <p>RESULT Returns the position of where the Gadget was actually added.</p> <p>BUGS</p> <p>SEE ALSO AddGLList(), RemoveGadget()</p>	<p>NAME AddGadget -- Add a Gadget to the Gadget list of the Window or Screen.</p> <p>SYNOPSIS RealPosition = AddGadget(Window, Gadget, Position) D0 A0 A1 D0</p> <pre>USHORT RealPosition; struct Window *Window; struct Gadget *Gadget; USHORT Position;</pre> <p>FUNCTION Adds the specified Gadget to the Gadget list of the given Window or Requester linked in at the position in the list specified by the Position argument.</p> <p>See AddGadget() for more information about gadget list position.</p> <p>The Requester parameter will be ignored unless the REQGADGET bit is set in the GadgetType field of the first Gadget in the list. In that case, the gadget list is added to the Requester gadgets.</p> <p>NOTE: be sure that REQGADGET is either set or cleared consistently for all gadgets in the list. NOTE ALSO: The Window parameter should point to the Window that the Requester (will) appear in.</p> <p>Will add 'Numgad' gadgets from gadget list linked by the field NextGadget, or until some NextGadget field is found to be NULL. Does not assume that the Numgad'th gadget has NextGadget equal to NULL.</p> <p>NOTE WELL: In order to link your gadget list in, the NextGadget field of the Numgad'th (or last) gadget will be modified. Thus, if you are adding the first 3 gadgets from a linked list of five gadgets, this call will sever the connection between your third and fourth gadgets.</p> <p>INPUTS Window = pointer to the Window to get your Gadget Gadget = pointer to the first Gadget to be added Position = integer position in the list for the new Gadget (starting from zero as the first position in the list) Numgad = the number of gadgets from the linked list to be added if Numgad equals -1, the entire null-terminated list of gadgets will be added. Requester = the requester the gadgets will be added to if the REQGADGET GadgetType flag is set for the first gadget in the list</p> <p>RESULT Returns the position of where the first Gadget in the list was actually added.</p> <p>BUGS</p> <p>SEE ALSO AddGadget(), RemoveGadget()</p>	<p>NAME AddGLList -- add a linked list of gadgets to a Window or Requester</p> <p>SYNOPSIS RealPosition = AddGLList(Window, Gadget, Position, Numgad, Requester); D0 A0 A1 D0 D1 A2</p> <pre>USHORT RealPosition; struct Window *Window; struct Gadget *Gadget; USHORT Position; USHORT Numgad; struct Requester *Requester;</pre> <p>FUNCTION Adds the list of Gadgets to the Gadget list of the given Window or Requester linked in at the position in the list specified by the Position argument.</p> <p>The Requester parameter will be ignored unless the REQGADGET bit is set in the GadgetType field of the first Gadget in the list. In that case, the gadget list is added to the Requester gadgets.</p> <p>NOTE: be sure that REQGADGET is either set or cleared consistently for all gadgets in the list. NOTE ALSO: The Window parameter should point to the Window that the Requester (will) appear in.</p> <p>Will add 'Numgad' gadgets from gadget list linked by the field NextGadget, or until some NextGadget field is found to be NULL. Does not assume that the Numgad'th gadget has NextGadget equal to NULL.</p> <p>NOTE WELL: In order to link your gadget list in, the NextGadget field of the Numgad'th (or last) gadget will be modified. Thus, if you are adding the first 3 gadgets from a linked list of five gadgets, this call will sever the connection between your third and fourth gadgets.</p> <p>INPUTS Window = pointer to the Window to get your Gadget Gadget = pointer to the first Gadget to be added Position = integer position in the list for the new Gadget (starting from zero as the first position in the list) Numgad = the number of gadgets from the linked list to be added if Numgad equals -1, the entire null-terminated list of gadgets will be added. Requester = the requester the gadgets will be added to if the REQGADGET GadgetType flag is set for the first gadget in the list</p> <p>RESULT Returns the position of where the first Gadget in the list was actually added.</p> <p>BUGS</p> <p>SEE ALSO AddGadget(), RemoveGadget()</p>	<p>NAME AddGLList -- add a linked list of gadgets to a Window or Requester</p> <p>SYNOPSIS RealPosition = AddGLList(Window, Gadget, Position, Numgad, Requester); D0 A0 A1 D0 D1 A2</p> <pre>USHORT RealPosition; struct Window *Window; struct Gadget *Gadget; USHORT Position; USHORT Numgad; struct Requester *Requester;</pre> <p>FUNCTION Adds the list of Gadgets to the Gadget list of the given Window or Requester linked in at the position in the list specified by the Position argument.</p> <p>See AddGadget() for more information about gadget list position.</p> <p>The Requester parameter will be ignored unless the REQGADGET bit is set in the GadgetType field of the first Gadget in the list. In that case, the gadget list is added to the Requester gadgets.</p> <p>NOTE: be sure that REQGADGET is either set or cleared consistently for all gadgets in the list. NOTE ALSO: The Window parameter should point to the Window that the Requester (will) appear in.</p> <p>Will add 'Numgad' gadgets from gadget list linked by the field NextGadget, or until some NextGadget field is found to be NULL. Does not assume that the Numgad'th gadget has NextGadget equal to NULL.</p> <p>NOTE WELL: In order to link your gadget list in, the NextGadget field of the Numgad'th (or last) gadget will be modified. Thus, if you are adding the first 3 gadgets from a linked list of five gadgets, this call will sever the connection between your third and fourth gadgets.</p> <p>INPUTS Window = pointer to the Window to get your Gadget Gadget = pointer to the first Gadget to be added Position = integer position in the list for the new Gadget (starting from zero as the first position in the list) Numgad = the number of gadgets from the linked list to be added if Numgad equals -1, the entire null-terminated list of gadgets will be added. Requester = the requester the gadgets will be added to if the REQGADGET GadgetType flag is set for the first gadget in the list</p> <p>RESULT Returns the position of where the first Gadget in the list was actually added.</p> <p>BUGS</p> <p>SEE ALSO AddGadget(), RemoveGadget()</p>

intuition.library/AllocRemember	intuition.library/AllocRemember	If the allocation fails, this routine returns NULL and the list pointed to by RememberKey, if any, will be undisturbed.
NAME AllocRemember -- AllocMem and create a link node to make FreeMem easy.		BUGS
SYNOPSIS <pre>MemBlock = AllocRemember(RememberKey, Size, Flags) A0 D0 D1</pre>		SEE ALSO
		FreeRemember(), exec.library/AllocMem()
FUNCTION <p>This routine calls the EXEC AllocMem() function for you, but also links the parameters of the allocation into a master list, so that you can simply call the Intuition routine FreeRemember() at a later time to deallocate all allocated memory without being required to remember the details of the memory you've allocated.</p>		
<p>This routine will have two primary uses:</p> <ul style="list-style-type: none"> - Let's say that you're doing a long series of allocations in a procedure (such as the Intuition OpenWindow() procedure). If any one of the allocations fails for lack of memory, you need to abort the procedure. Abandoning ship correctly involves freeing up what memory you've already allocated. This procedure allows you to free up that memory easily, without being required to keep track of how many allocations you've already done, what the sizes of the allocations were, or where the memory was allocated. 		
<ul style="list-style-type: none"> - Also, in the more general case, you may do all of the allocations in your entire program using this routine. Then, when your program is exiting, you can free it all up at once with a simple call to FreeRemember(). 		
<p>You create the "anchor" for the allocation master list by creating a variable that's a pointer to struct Remember, and initializing that pointer to NULL. This is called the RememberKey. Whenever you call AllocRemember(), the routine actually does two memory allocations, one for the memory you want and the other for a copy of a Remember structure. The Remember structure is filled in with data describing your memory allocation, and it's linked into the master list pointed to by your RememberKey. Then, to free up any memory that's been allocated, all you have to do is call FreeRemember() with your RememberKey.</p>		
<p>Please read the FreeRemember() function description, too. As you will see, you can select either to free just the link nodes and keep all the allocated memory for yourself, or to free both the nodes and your memory buffers.</p>		
INPUTS		
<p>RememberKey = the address of a pointer to struct Remember. Before the very first call to AllocRemember, initialize this pointer to NULL.</p>		
<p>Size = the size in bytes of the memory allocation. Please refer to the exec.library/AllocMem function for details.</p>		
<p>Flags = the specifications for the memory allocation. Please refer to the exec.library/AllocMem function for details.</p>		
EXAMPLE		
<pre>struct Remember *RememberKey; RememberKey = NULL; AllocRemember(&RememberKey, BUFSIZE, MEMF_CHIP); FreeRemember(&RememberKey, TRUE);</pre>		
RESULT		
<p>If the memory allocation is successful, this routine returns the byte address of your requested memory block. Also, the node to your block will be linked into the list pointed to by your RememberKey variable.</p>		

<p>intuition.library/AutoRequest</p> <p>NAME AutoRequest — Automatically build and get response from a Requester.</p> <p>SYNOPSIS</p> <pre>Response = AutoRequest(Window, BodyText, PositiveText, NegativeText, D0 A0 A1 A2 A3 PositiveFlags, NegativeFlags, Width, Height) D0 D1 D2 D3</pre> <p>BOOL Response; struct Window *Window; struct IntuiText *BodyText, *PositiveText, *NegativeText; ULONG PositiveFlags, NegativeFlags; SHORT Width, Height;</p> <p>FUNCTION This procedure automatically builds a Requester for you and then waits for a response from the user, or for the system to satisfy your request. If the response is positive, this procedure returns TRUE. If the response is negative, this procedure returns FALSE.</p> <p>An IDCMPFlag specification is creates by bitwise "or'ing" your PositiveFlags, NegativeFlags, and the IDCMP classes GADGETUP and RAWKEY. You may specify zero flags for either the PositiveFlags or NegativeFlags arguments.</p> <p>The IntuiText arguments, and the Width and Height values, are passed directly to the BuildSysRequest() procedure along with your Window pointer and the IDCMP flags. Please refer to BuildSysRequest() for a description of the IntuiText that you are expected to supply when calling this routine. It's an important but long-winded description that need not be duplicated here.</p> <p>If the BuildSysRequest() procedure does not return a pointer to a Window, it will return TRUE or FALSE (not valid structure pointers) instead, and these BOOL values will be returned to you immediately.</p> <p>On the other hand, if a valid Window pointer is returned, that Window will have had its IDCMP Ports and flags initialized according to your specifications. AutoRequest() then waits for IDCMP messages on the UserPort, which satisfies one of four requirements:</p> <ul style="list-style-type: none"> - either the message is of a class that matches one of your PositiveFlags arguments (if you've supplied any), in which case this routine returns TRUE. Or - the message class matches one of your NegativeFlags arguments (if you've supplied any), in which case this routine returns FALSE. Or - the IDCMP message is of class GADGETUP, which means that one of the two Gadgets, as provided with the PositiveText and NegativeText arguments, was selected by the user. If the TRUE Gadget was selected, TRUE is returned. If the FALSE Gadget was selected, FALSE is returned. - Lastly, two RAWKEY messages may satisfy the request: those for the V and B keys with the left Amiga key depressed. These keys, satisfy the gadgets on the left or right side of the Requester—TRUE or FALSE—, respectively. <p>When the dust has settled, this routine calls FreeSysRequest() if necessary to clean up the Requester and any other allocated memory.</p> <p>INPUTS</p> <p>Window = pointer to a Window structure BodyText = pointer to an IntuiText structure PositiveText = pointer to an IntuiText structure, may be NULL. NegativeText = pointer to an IntuiText structure, MUST be valid! PositiveFlags = flags for the IDCMP NegativeFlags = flags for the IDCMP Width, Height = the sizes to be used for the rendering of the Requester</p>	<p>RESULT The return value is either TRUE or FALSE. See the text above for a complete description of the chain of events that might lead to either of these values being returned.</p> <p>BUGS</p> <p>SEE ALSO BuildSysRequest()</p>
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intuition.library/BeginRefresh	intuition.library/BeginRefresh	intuition.library/BuildSysRequest	intuition.library/BuildSysRequest
<p>NAME BeginRefresh -- Sets up a Window for optimized refreshing.</p> <p>SYNOPSIS BeginRefresh(Window) A0 struct Window *Window;</p> <p>FUNCTION This routine sets up your Window for optimized refreshing.</p> <p>It's role is to provide Intuition integrated access to the Layers library function BeginUpdate(). Its additional contribution is to be sure that locking protocols for layers are followed, by locking both layers of a GIMMEZEROZERO window only after the parent Layer Info has been locked. Also, the WINDOWREFRESH flag is set in your window, for your information.</p> <p>The purpose of BeginUpdate(), and hence BeginRefresh(), is to restrict rendering in a Window (Layer) to the region in that needs refreshing after an operation such as window sizing or uncovering. This restriction to the "Damage Region" persists until you call EndRefresh().</p> <p>For instance, if you have a SIMPLE REFRESH Window which is partially concealed and the user brings it to the front, you may receive a message asking you to refresh your display. If you call BeginRefresh() before doing any of the rendering, then the layer that underlies your Window will be arranged such that the only rendering that will actually take place will be that which goes to the newly-revealed areas. This is very performance-efficient, and visually attractive.</p> <p>After you have performed your refresh of the display, you should call EndRefresh() to reset the state of the layer and the Window. Then you may proceed with rendering to the Window as usual.</p> <p>You learn that your Window needs refreshing by receiving either a message of class REFRESHWINDOW through the IDCMP, or an input event of class IECLASS_REFRESHWINDOW through the Console Device. Whenever you are told that your Window needs refreshing, you should call BeginRefresh() and EndRefresh() to clear the refresh-needed state, even if you don't plan on doing any rendering. You may relieve yourself of even this burden by setting the NOCAREREFRESH Flag when opening your window.</p> <p>INPUTS Window = pointer to the Window structure which needs refreshing</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO EndRefresh(), layers.library/BeginUpdate(), OpenWindow() The "Windows" chapter of the Intuition Reference Manual</p>	<p>NAME BuildSysRequest -- Build and display a system Requester.</p> <p>SYNOPSIS ReqWindow = BuildSysRequest(Window, BodyText, PositiveText, NegativeText, D0 A0 A1 A2 A3 IDCMPFlags, Width, Height) D0 D2 D3</p> <p>struct Window *ReqWindow; struct Window *Window; struct IntuiText *BodyText; struct IntuiText *PositiveText; struct IntuiText *NegativeText; ULONG IDCMPFlags; SHORT Width, Height;</p> <p>FUNCTION This procedure builds a Requester based on the supplied information. If all goes well and the Requester is constructed, this procedure returns a pointer to the Window in which the Requester appears. That Window will have the IDCMP UserPort and WindowPort initialized to reflect the flags found in the IDCMPFlags argument. You may then Wait() on those ports to detect the user's response to your Requester, which response may include either selecting one of the Gadgets or causing some other event to be noticed by Intuition (like DISKINSERTED, for instance). After the Requester is satisfied, you should call the FreeSysRequest() procedure to remove the Requester and free up any allocated memory.</p> <p>The requester used by this function has the NOISYREQ flag bit set, which means that the set of IDCMPFlags that may be used here include RAWKEY, MOUSEBUTTONS, and others.</p> <p>If it isn't possible to construct the Requester for any reason, this procedure will instead use the text arguments to construct a text string for a call to the DisplayAlert() procedure, and then will return either a TRUE or FALSE depending on whether DisplayAlert() returned a FALSE or TRUE respectively.</p> <p>If the Window argument you supply is equal to NULL, a new Window will be created for you in the Workbench Screen. If you want the Requester created by this routine to be bound to a particular Window, you should not supply a Window argument of NULL.</p> <p>The text arguments are used to construct the display. Each is a pointer to an instance of the structure IntuiText.</p> <p>The BodyText argument should be used to describe the nature of the Requester. As usual with IntuiText data, you may link several lines of text together, and the text may be placed in various locations in the Requester. This IntuiText pointer will be stored in the ReqText variable of the new Requester.</p> <p>The PositiveText argument describes the text that you want associated with the user choice of "Yes, TRUE, Retry, Good." If the Requester is successfully opened, this text will be rendered in a Gadget in the lower-left of the Requester, which Gadget will have the GadgetID field set to TRUE. If the Requester cannot be opened and the DisplayAlert() mechanism is used, this text will be rendered in the lower-left corner of the Alert display with additional text specifying that the left mouse button will select this choice. This pointer can be set to NULL, which specifies that there is no TRUE choice that can be made.</p> <p>The NegativeText argument describes the text that you want associated with the user choice of "No, FALSE, Cancel, Bad." If the Requester is successfully opened, this text will be rendered in a Gadget in the lower-right of the Requester, which Gadget will have the GadgetID field set to FALSE. If the Requester cannot be opened and</p>		

the DisplayAlert() mechanism is used, this text will be rendered in the lower-right corner of the Alert display with additional text specifying that the right mouse button will select this choice. This pointer cannot be set to NULL. There must always be a way for the user to cancel this Requester.

The Positive and Negative Gadgets created by this routine have the following features:

- BOOLGADGET
- RELVERIFY
- REQGADGET
- TOGGLESELECT

When defining the text for your Gadgets, you may find it convenient to use the special constants used by Intuition for the construction of the Gadgets. These include defines like AUTODRAWMODE, AUTOLEFTEDGE, AUTOTOPEDGE and AUTOFRONTOPEN. You can find these in your local intuition.h (or intuition.i) file.

The Width and Height values describe the size of the Requester. All of your BodyText must fit within the Width and Height of your Requester. The Gadgets will be created to conform to your sizes.

VERY IMPORTANT NOTE: for this release of this procedure, a new Window is opened in the same Screen as the one containing your Window. Future alternatives will be provided as a function distinct from this one.

INPUTS

Window = pointer to a Window structure
BodyText = pointer to an IntuiText structure
PositiveText = pointer to an IntuiText structure
NegativeText = pointer to an IntuiText structure
IDCMPFlags = the IDCMP flags you want used for the initialization of the IDCMP of the Window containing this Requester
Width, Height = the size required to render your Requester

RESULT

If the Requester was successfully rendered in a Window, the value returned by this procedure is a pointer to the Window in which the Requester was rendered. If, however, the Requester cannot be rendered in the Window, this routine will have called DisplayAlert() before returning and will pass back TRUE if the user pressed the left mouse button and FALSE if the user pressed the right mouse button.

BUGS

This procedure currently opens a Window as wide as the Screen in which it was rendered, and then opens the Requester within that Window. Also, if DisplayAlert() is called, the PositiveText and NegativeText are not rendered in the lower corners of the Alert.

SEE ALSO

FreeSysRequest(), DisplayAlert(), ModifyIDCMP(), exec.library/Wait(), Request(), AutoRequest()

intuition.library/ClearDMRequest

intuition.library/ClearDMRequest

NAME

ClearDMRequest --- clears (detaches) the DMRequest of the Window.

SYNOPSIS

```
Response = ClearDMRequest(Window)
DO A0
```

```
BOOL Response;
struct Window *Window;
```

FUNCTION

Attempts to clear the DMRequester from the specified window, that is detaches the special Requester that you attach to the double-click of the menu button which the user can then bring up on demand. This routine WILL NOT clear the DMRequester if it's active (in use by the user). The IDCMP message class REQCLEAR can be used to detect that the requester is not in use, but that message is sent only when the last of perhaps several requesters in use in a window is terminated.

INPUTS

Window = pointer to the window from which the DMRequest is to be cleared.

RESULT

If the DMRequest was not currently in use, zeroes out the DMRequest pointer in the Window and returns TRUE.

pointer in the Window and returns TRUE.

If the DMRequest was currently in use, doesn't change the pointer and returns FALSE.

BUGS

SEE ALSO

SetDMRequest(), Request()

intuition.library/ClearMenuStrip	intuition.library/ClearMenuStrip	intuition.library/ClearPointer	intuition.library/ClearPointer
<p>NAME ClearMenuStrip -- Clears (detaches) the Menu strip from the Window</p> <p>SYNOPSIS ClearMenuStrip(Window) A0</p> <pre>struct Window *Window;</pre> <p>FUNCTION Detaches the current menu strip from the Window; menu strips are attached to windows using the SetMenuStrip() function. If the menu is in use (for that matter if any menu is in use) this function will block (Wait()) until the user has finished. Call this function before you make any changes to the data in a Menu or MenuItem structure which is part of a menu strip linked into a window.</p> <p>INPUTS Window = pointer to a Window structure</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO SetMenuStrip()</p>	<p>NAME ClearPointer -- clears the Mouse Pointer definition from a Window.</p> <p>SYNOPSIS ClearPointer(Window) A0</p> <pre>struct Window *Window;</pre> <p>FUNCTION Clears the Window of its own definition of the Intuition mouse pointer. After calling ClearPointer(), every time this Window is the active one the default Intuition pointer will be the pointer displayed to the user. If your Window is the active one when this routine is called, the change will take place immediately. Custom definitions of the mouse pointer which this function clears are installed by a call to SetPointer().</p> <p>INPUTS Window = pointer to the Window to be cleared of its Pointer definition</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO SetPointer()</p>		

intuition.library/CloseScreen

intuition.library/CloseScreen

NAME

CloseScreen -- Closes an Intuition Screen.

SYNOPSIS

CloseScreen(Screen)
A0

struct Screen *Screen;

FUNCTION

Unlinks the Screen, unlinks the ViewPort, deallocates everything that Intuition allocated when the screen was opened (using OpenScreen()). Doesn't care whether or not there are still any Windows attached to the Screen. Doesn't try to close any attached Windows; in fact, ignores them altogether. If this is the last Screen to go, attempts to reopen Workbench.

INPUTS

Screen = pointer to the Screen to be closed.

RESULT

None

BUGS

SEE ALSO

OpenScreen()

intuition.library/CloseWindow

intuition.library/CloseWindow

NAME

CloseWindow -- Closes an Intuition Window.

SYNOPSIS

CloseWindow(Window)
A0

struct Window *Window;

FUNCTION

Closes an Intuition Window. Unlinks it from the system, unallocates its memory, and if its Screen is a system one that would be empty without the Window, closes the system Screen too.

When this function is called, all IDCMP messages which have been sent to your window are deallocated. If the window had shared a Message Port with other windows, you must be sure that there are no unrepplied messages for this window in the message queue. Otherwise, your program will try to make use of a linked list (the queue) which contains free memory (the old messages). This will give you big problems.

memory (the old messages). This will give you big problems.

NOTE: If you have added a Menu strip to this Window (via a call to SetMenuStrip()) you must be sure to remove that Menu strip (via a call to ClearMenuStrip()) before closing your Window.

NOTE: This function may block until it is safe to delink and free your window. Your program may thus be suspended while the user plays with gadgets, menus, or window sizes and position.

INPUTS

Window = a pointer to a Window structure

RESULT

None

BUGS

SEE ALSO

OpenWindow(), CloseScreen()

intuition.library/CloseWorkBench	intuition.library/CloseWorkBench	intuition.library/CurrentTime	intuition.library/CurrentTime
<p>NAME CloseWorkBench -- Closes the Workbench Screen.</p> <p>SYNOPSIS Success = CloseWorkBench() D0</p> <pre>BOOL Success;</pre> <p>FUNCTION This routine attempts to close the Workbench. The actions taken are: <ul style="list-style-type: none"> - Test whether or not any applications have opened Windows on the Workbench, and return FALSE if so. Otherwise ... - Clean up all special buffers - Close the Workbench Screen - Make the Workbench program mostly inactive (it will still monitor disk activity) - Return TRUE </p> <p>INPUTS None</p> <p>RESULT TRUE if the Workbench Screen closed successfully FALSE if the Workbench was not open, or if it has windows open which are not Workbench drawers.</p> <p>BUGS</p> <p>SEE ALSO OpenWindow()</p>	<p>NAME CloseWorkBench -- Closes the Workbench Screen.</p> <p>SYNOPSIS Success = CloseWorkBench() D0</p> <pre>BOOL Success;</pre> <p>FUNCTION This routine attempts to close the Workbench. The actions taken are: <ul style="list-style-type: none"> - Test whether or not any applications have opened Windows on the Workbench, and return FALSE if so. Otherwise ... - Clean up all special buffers - Close the Workbench Screen - Make the Workbench program mostly inactive (it will still monitor disk activity) - Return TRUE </p> <p>INPUTS None</p> <p>RESULT TRUE if the Workbench Screen closed successfully FALSE if the Workbench was not open, or if it has windows open which are not Workbench drawers.</p> <p>BUGS</p> <p>SEE ALSO OpenWindow()</p>	<p>NAME CurrentTime -- Get the current time values.</p> <p>SYNOPSIS CurrentTime(Seconds, Micros) A0 A1</p> <pre>ULONG *Seconds, *Micros;</pre> <p>FUNCTION Puts copies of the current time into the supplied argument pointers. This time value is not extremely accurate, nor is it of a very fine resolution. This time will be updated no more than sixty times a second, and will typically be updated far fewer times a second.</p> <p>INPUTS Seconds = pointer to a LONG variable to receive the current seconds value Micros = pointer to a LONG variable for the current microseconds value</p> <p>RESULT Puts the time values into the memory locations specified by the arguments Return value is not defined.</p> <p>BUGS</p> <p>SEE ALSO timer.device/TR_GETSYSTIME</p>	<p>NAME CurrentTime -- Get the current time values.</p> <p>SYNOPSIS CurrentTime(Seconds, Micros) A0 A1</p> <pre>ULONG *Seconds, *Micros;</pre> <p>FUNCTION Puts copies of the current time into the supplied argument pointers. This time value is not extremely accurate, nor is it of a very fine resolution. This time will be updated no more than sixty times a second, and will typically be updated far fewer times a second.</p> <p>INPUTS Seconds = pointer to a LONG variable to receive the current seconds value Micros = pointer to a LONG variable for the current microseconds value</p> <p>RESULT Puts the time values into the memory locations specified by the arguments Return value is not defined.</p> <p>BUGS</p> <p>SEE ALSO timer.device/TR_GETSYSTIME</p>

<p>intuition.library/DisplayAlert</p> <p>NAME DisplayAlert — Create the display of an Alert message.</p> <p>SYNOPSIS Response = DisplayAlert(AlertNumber, String, Height) D0 A0 D1</p> <pre>BOOL Response; ULONG AlertNumber; UBYTE *String; SHORT Height;</pre> <p>FUNCTION Creates an Alert display with the specified message.</p> <p>If the system can recover from this Alert, it's a RECOVERY_ALERT and this routine waits until the user presses one of the mouse buttons, after which the display is restored to its original state and a BOOL value is returned by this routine to specify whether or not the User pressed the LEFT mouse button.</p> <p>If the system cannot recover from this Alert, it's a DEADEND_ALERT and this routine returns immediately upon creating the Alert display. The return value is FALSE.</p> <p>NOTE THIS: Starting with Version 1.2, if Intuition can't get enough memory to display a RECOVERY_ALERT, the value FALSE will be returned.</p> <p>The AlertNumber is a LONG value, historically related to the value sent to the Alert() routine. But the only bits that are pertinent to this routine are the ALERT_TYPE bit(s). These bits must be set to either RECOVERY_ALERT for Alerts from which the system may safely recover, or DEADEND_ALERT for those fatal Alerts. These states are described in the paragraph above.</p> <p>The String argument points to an AlertMessage string. The AlertMessage string is comprised of one or more substrings, each of which is comprised of the following components:</p> <ul style="list-style-type: none"> - first, a 16-bit x-coordinate and an 8-bit y-coordinate, describing where on the Alert display you want this string to appear. The y-coordinate describes the offset to the baseline of the text. - then, the bytes of the string itself, which must be null-terminated (end with a byte of zero) - lastly, the continuation byte, which specifies whether or not there's another substring following this one. If the continuation byte is non-zero, there IS another substring to be processed in this Alert Message. If the continuation byte is zero, this is the last substring in the message. <p>The last argument, Height, describes how many video lines tall you want the Alert display to be.</p> <p>INPUTS AlertNumber = the number of this Alert Message. The only pertinent bits of this number are the ALERT_TYPE bit(s). The rest of the number is ignored by this routine String = pointer to the Alert message string, as described above Height = minimum display lines required for your message</p> <p>RESULT A BOOL value of TRUE or FALSE. If this is a DEADEND_ALERT, FALSE is always the return value. If this is a RECOVERY_ALERT. The return value will be TRUE if the User presses the left mouse button in response to your message, and FALSE if the User presses the right hand button in response to your text, or if the alert could not be posted.</p> <p>BUGS If the system is worse off than you think, the level of your Alert</p>	<p>intuition.library/DisplayAlert</p> <p>may become DEADEND_ALERT without you ever knowing about it.</p> <p>SEE ALSO</p>
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intuition.library/DisplayBeep	intuition.library/DisplayBeep	intuition.library/DoubleClick	intuition.library/DoubleClick
<p>NAME DisplayBeep -- flashes the video display.</p> <p>SYNOPSIS DisplayBeep(Screen) A0</p> <pre>struct Screen *Screen;</pre> <p>FUNCTION "Beeps" the video display by flashing the background color of the specified Screen. If the Screen argument is NULL, every Screen in the display will be beeped. Flashing everyone's Screen is not a polite thing to do, so this should be reserved for dire circumstances.</p> <p>The reason such a routine is supported is because the Amiga has no internal bell or speaker. When the user needs to know of an event that is not serious enough to require the use of a Requester, the DisplayBeep() function may be called.</p> <p>INPUTS Screen = pointer to a Screen. If NULL, every Screen in the display will be flashed</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>		<p>NAME DoubleClick -- Test two time values for double-click timing.</p> <p>SYNOPSIS IsDouble = DoubleClick(StartSecs, StartMicros, CurrentSecs, CurrentMicros) A0 D0 D1 D2 D3</p> <pre>BOOL IsDouble; LONG StartSecs, StartMicros; LONG CurrentSecs, CurrentMicros;</pre> <p>FUNCTION Compares the difference in the time values with the double-click timeout range that the user has set (using the "Preferences" tool) or some other program has configured into the system. If the difference between the specified time values is within the current double-click time range, this function returns TRUE, else it returns FALSE.</p> <p>These time values can be found in InputEvents and IDCMP Messages. The time values are not perfect; however, they are precise enough for nearly all applications.</p> <p>INPUTS StartSeconds, StartMicros = the timestamp value describing the start of the double-click time period you are considering CurrentSeconds, CurrentMicros = the timestamp value describing the end of the double-click time period you are considering</p> <p>RESULT If the difference between the supplied timestamp values is within the double-click time range in the current set of Preferences, this function returns TRUE, else it returns FALSE</p> <p>BUGS</p> <p>SEE ALSO CurrentTime()</p>	

intuition.library/DrawBorder	intuition.library/DrawBorder	intuition.library/DrawImage	intuition.library/DrawImage
<p>NAME DrawBorder -- draws the specified Border into the RastPort.</p> <p>SYNOPSIS DrawBorder(RastPort, Border, LeftOffset, TopOffset) A0 A1 D0 D1</p> <pre>struct RastPort *RastPort; struct Border *Border; SHORT LeftOffset, TopOffset;</pre> <p>FUNCTION First, sets up the DrawMode and Pens in the RastPort according to the arguments of the Border structure. Then, draws the vectors of the Border argument into the RastPort, offset by the Left and Top Offsets. As with all graphics rendering routines, the border will be clipped to the boundaries of the RastPort's layer, if it exists. This is the case with Window RastPorts. If the NextBorder field of the Border argument is non-zero, the next Border is rendered as well, and so on until some NextBorder field is found to be NULL.</p> <p>INPUTS RastPort = pointer to the RastPort to receive the border rendering Border = pointer to a Border structure LeftOffset = the offset which will be added to each vector's x coordinate TopOffset = the offset which will be added to each vector's y coordinate</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>	<p>NAME DrawImage -- draws the specified Image into the RastPort.</p> <p>SYNOPSIS DrawImage(RastPort, Image, LeftOffset, TopOffset) A0 A1 D0 D1</p> <pre>struct RastPort *RastPort; struct Image *Image; SHORT LeftOffset, TopOffset;</pre> <p>FUNCTION First, sets up the DrawMode and Pens in the RastPort according to the arguments of the Image structure. Then, moves the image data of the Image argument into the RastPort, offset by the Left and Top Offsets. This routine does window layer clipping as appropriate -- if you draw an image outside of your Window, your imagery will be clipped at the Window's edge. If the NextImage field of the Image argument is non-zero, the next Image is rendered as well, and so on until some NextImage field is found to be NULL.</p> <p>INPUTS RastPort = pointer to the RastPort to receive image rendering Image = pointer to an Image structure LeftOffset = the offset which will be added to the Image's x coordinate TopOffset = the offset which will be added to the Image's y coordinate</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>		

intuition.library/EndRefresh	intuition.library/EndRefresh	intuition.library/EndRequest	intuition.library/EndRequest
<p>NAME EndRefresh -- Ends the optimized refresh state of the Window.</p> <p>SYNOPSIS EndRefresh(Window, Complete) A0 D0</p> <pre>struct Window *Window; BOOL Complete;</pre> <p>FUNCTION This function gets you out of the special refresh state of your Window. It is called following a call to BeginRefresh(), which routine puts you into the special refresh state. While your Window is in the refresh state, the only rendering that will be wrought in your Window will be to those areas which were recently revealed and need to be refreshed.</p> <p>After you've done all the refreshing you want to do for this Window, you should call this routine to restore the Window to its non-refreshing state. Then all rendering will go to the entire Window, as usual.</p> <p>The Complete argument is a boolean TRUE or FALSE value used to describe whether or not the refreshing you've done was all the refreshing that needs to be done at this time. Most often, this argument will be TRUE. But if, for instance, you have multiple tasks or multiple procedure calls which must run to completely refresh the Window, then each can call its own Begin/EndRefresh() pair with a Complete argument of FALSE, and only the last calls with a Complete argument of TRUE.</p> <p>For your information, this routine calls the Layers library function EndUpdate(), unlocks your layers (calls UnlockLayerRom()), clears the LAYERREFRESH bit in your Layer Flags, and clears the WINDOWREFRESH bit in your window flags.</p>	<p>NAME EndRequest -- Ends the Request and resets the Window.</p> <p>SYNOPSIS EndRequest(Requester, Window) A0 A1</p> <p>FUNCTION Ends the Request by erasing the Requester and resetting the Window. Note that this doesn't necessarily clear all Requesters from the Window, only the specified one. If the Window labors under other Requesters, they will remain in the Window.</p> <p>INPUTS Requester = pointer to the Requester to be removed Window = pointer to the Window structure with which this Requester is associated</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO Request()</p>	<p>NAME EndRequest -- Ends the Request and resets the Window.</p> <p>SYNOPSIS EndRequest(Requester, Window) A0 A1</p> <p>FUNCTION Ends the Request by erasing the Requester and resetting the Window. Note that this doesn't necessarily clear all Requesters from the Window, only the specified one. If the Window labors under other Requesters, they will remain in the Window.</p> <p>INPUTS Requester = pointer to the Requester to be removed Window = pointer to the Window structure with which this Requester is associated</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO Request()</p>	

intuition.library/FreeRemember	intuition.library/FreeRemember	intuition.library/FreeSysRequest	intuition.library/FreeSysRequest
<p>NAME FreeRemember -- Free memory allocated by calls to AllocRemember().</p> <p>SYNOPSIS FreeRemember(RememberKey, ReallyForget) A0 D0</p> <pre>struct Remember **RememberKey; BOOL ReallyForget;</pre> <p>FUNCTION This function frees up memory allocated by the AllocRemember() function. It will either free up just the Remember structures, which supply the link nodes that tie your allocations together, or it will deallocate both the link nodes AND your memory buffers too.</p> <p>If you want to deallocate just the Remember structure link nodes, you should set the ReallyForget argument to FALSE. However, if you want FreeRemember to really deallocate all the memory, including both the Remember structure link nodes and the buffers you requested via earlier calls to AllocRemember(), then you should set the ReallyForget argument to TRUE.</p> <p>INPUTS RememberKey = the address of a pointer to struct Remember. This pointer should either be NULL or set to some value (possibly NULL) by a call to AllocRemember(). ReallyForget = a BOOL FALSE or TRUE describing, respectively, whether you want to free up only the Remember nodes or if you want this procedure to really forget about all of the memory, including both the nodes and the memory buffers referenced by the nodes.</p> <p>EXAMPLE <pre>struct Remember *RememberKey; RememberKey = NULL; AllocRemember(&RememberKey, BUFSIZE, MEMF_CHIP); FreeRemember(&RememberKey, TRUE);</pre> </p>	<p>NAME FreeSysRequest -- Frees resources used by a call to BuildSysRequest().</p> <p>SYNOPSIS FreeSysRequest(Window) A0</p> <pre>struct Window *Window;</pre> <p>FUNCTION This routine frees up all memory allocated by a successful call to the BuildSysRequest() procedure. If BuildSysRequest() returned a pointer to a Window, then you are able to Wait() on the message port of that Window to detect an event which satisfies the Requester. When you want to remove the Requester, you call this procedure. It ends the Requester and deallocates any memory used in the creation of the Requester. It also closes the special window that was opened for your System Requester.</p> <p>NOTE: if BuildSysRequest() did not return a pointer to a Window, you should not call FreeSysRequest()!</p>	<p>INPUTS Window = value of the Window pointer returned by a successful call to the BuildSysRequest() procedure</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO BuildSysRequest(), AutoRequest(), CloseWindow(), exec.library/Wait()</p>	
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intuition.library/GetDefPrefs NAME GetDefPrefs --- Get a copy of the the Intuition default Preferences. SYNOPSIS Prefs = GetDefPrefs(PrefBuffer, Size) D0 A0 D0 struct Preferences *Prefs; struct Preferences *PrefBuffer; SHORT Size; FUNCTION Gets a copy of the Intuition default preferences data. Writes the data into the buffer you specify. The number of bytes you want copied is specified by the Size argument. The default Preferences are those that Intuition uses when it is first opened. If no preferences file is found, these are the preferences that are used. These would also be the startup Preferences in an AmigaDOS-less environment. It is legal to take a partial copy of the Preferences structure. The more pertinent Preferences variables have been grouped near the top of the structure to facilitate the memory conservation that can be had by taking a copy of only some of the Preferences structure. INPUTS PrefBuffer = pointer to the memory buffer to receive your copy of the Intuition Preferences Size = the number of bytes in your PrefBuffer, the number of bytes you want copied from the system's internal Preference settings RESULT Returns your parameter PrefBuffer. BUGS SEE ALSO GetPrefs()	intuition.library/GetDefPrefs	intuition.library/GetPrefs NAME GetPrefs --- Get the current setting of the Intuition Preferences. SYNOPSIS Prefs = GetPrefs(PrefBuffer, Size) D0 A0 D0 struct Preferences *Prefs; struct Preferences *PrefBuffer; FUNCTION Gets a copy of the current Intuition Preferences data. Writes the data into the buffer you specify. The number of bytes you want copied is specified by the Size argument. It is legal to take a partial copy of the Preferences structure. The more pertinent Preferences variables have been grouped near the top of the structure to facilitate the memory conservation that can be had by taking a copy of only some of the Preferences structure. INPUTS PrefBuffer = pointer to the memory buffer to receive your copy of the Intuition Preferences Size = the number of bytes in your PrefBuffer, the number of bytes you want copied from the system's internal Preference settings RESULT Returns your parameter PrefBuffer.	intuition.library/GetPrefs SEE ALSO GetDefPrefs(), SetPrefs()
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intuition.library/GetScreenData	intuition.library/GetScreenData	intuition.library/InitRequester	intuition.library/InitRequester
<p>NAME GetScreenData -- Get copy of a screen data structure.</p> <p>SYNOPSIS <code>Success = GetScreenData(Buffer, Size, Type, Screen)</code> <code> D0 A0 D0 D1 A1</code></p> <pre>BOOL Success; CPTR Buffer; USHORT Size; USHORT Type; struct Screen *Screen;</pre> <p>FUNCTION This function copies into the caller's buffer data from a Screen structure. Typically, this call will be used to find the size, title bar height, and other values for a standard screen, such as the Workbench screen.</p> <p>To get the data for the Workbench screen, one would call: <code>GetScreenData(buff, sizeof(struct Screen), WBENCHSCREEN, NULL)</code></p> <p>NOTE: if the requested standard screen is not open, this function will have the effect of opening it.</p>	<p>NAME InitRequester -- initializes a Requester structure.</p> <p>SYNOPSIS <code>InitRequester(Requester)</code> <code> A0</code></p> <pre>struct Requester *Requester;</pre> <p>FUNCTION Initializes a requester for general use. After calling InitRequester, you need fill in only those Requester values that fit your needs. The other values are set to NULL--or zero--states.</p>	<p>INPUTS <code>Requester</code> = a pointer to a Requester structure</p> <p>RESULT <code>None</code></p> <p>BUGS</p> <p>SEE ALSO</p>	<p>INPUTS <code>Buffer</code> = pointer to a buffer into which data can be copied <code>Size</code> = the size of the buffer provided, in bytes <code>Type</code> = the screen type, as specified in OpenWindow (WBENCHSCREEN, CUSTOMSCREEN, ...) <code>Screen</code> = ignored, unless type is CUSTOMSCREEN, which results only in copying 'size' bytes from 'screen' to 'buffer'</p> <p>RESULT <code>TRUE</code> if successful <code>FALSE</code> if standard screen of Type 'type' could not be opened.</p> <p>BUGS</p> <p>SEE ALSO <code>OpenWindow()</code></p>

<p>intuition.library/IntuiTextLength</p> <p>NAME IntuiTextLength -- Returns the length (pixel-width) of an IntuiText.</p> <p>SYNOPSIS IntuiTextLength(IText) D0</p> <pre>struct IntuiText *IText;</pre> <p>FUNCTION This routine accepts a pointer to an instance of an IntuiText structure, and returns the length (the pixel-width) of the string which that instance of the structure represents.</p> <p>NOTE: if the Font pointer of your IntuiText structure is set to NULL, you'll get the pixel-width of your text in terms of the current system default font. You may wish to be sure that the field IText->ITextFont for 'default font' text is equal to the Font field of the screen it is being measured for.</p> <p>INPUTS IText = pointer to an instance of an IntuiText structure</p> <p>RESULT Returns the pixel-width of the text specified by the IntuiText data</p> <p>BUGS Would do better to take a RastPort as argument, so that a NULL in the Font pointer would lead automatically to the font for the intended target RastPort.</p> <p>SEE ALSO OpenScreen()</p>	<p>intuition.library/ItemAddress</p> <p>NAME ItemAddress -- Returns the address of the specified MenuItem.</p> <p>SYNOPSIS Item = ItemAddress(MenuStrip, MenuNumber) D0 A0 D0</p> <pre>struct MenuItem *ItemAddress; struct Menu *MenuStrip; USHORT MenuNumber;</pre> <p>FUNCTION This routine feels through the specified MenuStrip and returns the address of the Item specified by the MenuNumber. Typically, you will use this routine to get the address of a MenuItem from a MenuNumber sent to you by Intuition after User has played with a Window's Menus.</p> <p>This routine requires that the arguments are well-defined. MenuNumber may be equal to MENUNULL, in which case this routine returns NULL. If MenuNumber doesn't equal MENUNULL, it's presumed to be a valid Item number selector for your MenuStrip, which includes:</p> <ul style="list-style-type: none"> - a valid Menu number - a valid Item Number - if the Item specified by the above two components has a SubItem, the MenuNumber may have a SubItem component too <p>Note that there must be BOTH a Menu number and an Item number. Because a SubItem specifier is optional, the address returned by this routine may point to either an Item or a SubItem.</p> <p>INPUTS MenuStrip = a pointer to the first Menu in your MenuStrip MenuNumber = the value which contains the packed data that selects the Menu and Item (and SubItem). See the Intuition Reference Manual for information on Menu Numbers.</p> <p>RESULT If MenuNumber == MENUNULL, this routine returns NULL, else this routine returns the address of the MenuItem specified by MenuNumber.</p> <p>BUGS</p> <p>SEE ALSO The "Menus" chapter of the Intuition Reference Manual, for more information about "Menu Numbers."</p>
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intuition.library/LockIBase	intuition.library/LockIBase	intuition.library/MakeScreen	intuition.library/MakeScreen
<p>NAME LockIBase -- Intuition user's access to Intuition Locking</p> <p>SYNOPSIS Lock = LockIBase(LockNumber) D0 D0</p> <pre>ULONG Lock; ULONG LockNumber;</pre> <p>FUNCTION</p> <p>Grabs Intuition internal semaphore so that caller may examine IntuitionBase safely.</p> <p>The idea here is that you can get the locks Intuition needs before such IntuitionBase fields as ActiveWindow and FirstScreen are changed, or linked lists of windows and screens, are changed.</p> <p>Do Not Get Tricky with this entry point, and do not hold these locks for long, as all Intuition input processing will wait for you to surrender the lock by a call to UnlockIBase().</p> <p>NOTE WELL: A call to this function MUST be paired with a subsequent call to UnlockIBase(), and soon, please.</p>	<p>NAME MakeScreen -- Do an Intuition-integrated MakeVPort() of a custom screen</p> <p>SYNOPSIS MakeScreen(Screen) A0</p> <pre>struct Screen *Screen;</pre> <p>FUNCTION</p> <p>This procedure allows you to do a MakeVPort() for the ViewPort of your Custom Screen in an Intuition-integrated way. This allows you to do your own Screen manipulations without worrying about interference with Intuition's usage of the same ViewPort.</p> <p>The operation of this function is as follows:</p> <ul style="list-style-type: none"> - Block until the Intuition View is not in use. - Set the View Modes correctly to reflect if there is a (visible) interlaced screen. - call MakeVPort, passing the Intuition View and your Screen's ViewPort. - Unlocks the Intuition View. <p>After calling this routine, you can call RethinkDisplay() to incorporate the new ViewPort of your custom screen into the Intuition display.</p>	<p>INPUTS Screen = address of the Custom Screen structure</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO RethinkDisplay(), RemakeDisplay(), graphics.library/MakeVPort()</p>	<p>INPUTS Screen = address of the Custom Screen structure</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO RethinkDisplay(), RemakeDisplay(), graphics.library/MakeVPort()</p>

intuition.library/ModifyIDCMP	intuition.library/ModifyIDCMP	intuition.library/ModifyProp	intuition.library/ModifyProp
<p>NAME ModifyIDCMP -- Modify the state of the Window's IDCMPFlags.</p> <p>SYNOPSIS ModifyIDCMP(Window, IDCMPFlags) A0 D0 struct Window *Window; ULONG IDCMPFlags;</p> <p>FUNCTION This routine modifies the state of your Window's IDCMP (Intuition Direct Communication Message Port). The state is modified to reflect your desires as described by the flag bits in the value IDCMPFlags.</p> <p>The four actions that might be taken are:</p> <ul style="list-style-type: none"> - if there is currently no IDCMP in the given Window, and IDCMPFlags is NULL, nothing happens - if there is currently no IDCMP in the given Window, and any of the IDCMPFlags is selected (set), then the IDCMP of the Window is created, including allocating and initializing the message ports and allocating a Signal bit for your Port. See the "Input and Output Methods" chapter of the Intuition Reference Manual for full details - if the IDCMP for the given Window exists, and the IDCMPFlags argument is NULL, this says that you want Intuition to close the Ports, free the buffers and free your Signal bit. You MUST be the same Task that was active when this Signal bit was allocated - if the IDCMP for the given Window is opened, and the IDCMPFlags argument is not NULL, this means that you want to change the state of which events will be broadcast to you through the IDCMP <p>NOTE: You can set up the Window->UserPort to any Port of your own before you call ModifyIDCMP(). If IDCMPFlags is non-null but your UserPort is already initialized, Intuition will assume that it's a valid Port with Task and Signal data preset and Intuition won't disturb your set-up at all, Intuition will just allocate the Intuition Message Port half of it. The converse is true as well: if UserPort is NULL when you call here with IDCMPFlags == NULL, Intuition will deallocate only the Intuition side of the Port.</p> <p>This allows you to use a Port that you already have allocated:</p> <ul style="list-style-type: none"> - OpenWindow() with IDCMPFlags equal to NULL (open no ports) - set the UserPort variable of your Window to any valid Port of your own choosing - call ModifyIDCMP with IDCMPFlags set to what you want - then, to clean up later, set UserPort equal to NULL before calling CloseWindow() (leave IDCMPFlags alone) BUT FIRST: you must make sure that no messages sent your window are queued at the port, since they will be returned to the memory free pool. <p>INPUTS Window = pointer to the Window structure containing the IDCMP Ports IDCMPFlags = the flag bits describing the new desired state of the IDCMP</p> <p>RESULT None</p> <p>BUGS Method for closing a window with a shared port needs to be better documented somewhere, or provided as an Intuition call, or both. At the present, the technique is available through developer support newsletters as a function called CloseWindowSafely(). See, for example, Amiga Mail, vol.2.</p> <p>SEE ALSO OpenWindow(), CloseWindow()</p>	<p>NAME ModifyProp -- Modify the current parameters of a Proportional Gadget.</p> <p>SYNOPSIS ModifyProp(Gadget, Window, Requester, A0 A1 A2 Flags, HorizPot, VertPot, HorizBody, VertBody) D0 D1 D2 D3 D4 struct Gadget *Gadget; struct Window *Window; struct Requester *Requester; USHORT Flags; USHORT HorizPot, VertPot; USHORT HorizBody, VertBody;</p> <p>FUNCTION Modifies the parameters of the specified Proportional Gadget. The Gadget's internal state is then recalculated and the imagery is redisplayed in the Window or Requester that contains the gadget. The Requester variable can point to a Requester structure. If the Gadget has the REQGADGET flag set, the Gadget is in a Requester and the Window pointer must point to the window of the Requester. If this is not the Gadget of a Requester, the Requester argument may be NULL.</p> <p>NOTE: this function causes all gadgets from the proportional gadget to the end of the gadget list to be refreshed, for reasons of compatibility. For more refined display updateing, use NewModifyProp</p> <p>INPUTS PropGadget = pointer to a Proportional Gadget Window = pointer to the window containing the gadget or the Window containing the Requester containing the Gadget. Requester = pointer to a Requester (may be NULL if this isn't a Requester Gadget) Flags = value to be stored in the Flags variable of the PropInfo HorizPot = value to be stored in the HorizPot variable of the PropInfo VertPot = value to be stored in the VertPot variable of the PropInfo HorizBody = value to be stored in the HorizBody variable of the PropInfo VertBody = value to be stored in the VertBody variable of the PropInfo</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO NewModifyProp() The Intuition Reference Manual contains more information on Proportional Gadgets.</p>		

intuition.library/MoveScreen	intuition.library/MoveScreen	intuition.library/MoveWindow	intuition.library/MoveWindow
<p>NAME MoveScreen — attempts to move the Screen by increments provided.</p> <p>SYNOPSIS <code>MoveScreen(Screen, DeltaX, DeltaY);</code> A0 D0 D1</p> <pre>struct Screen *Screen; SHORT DeltaX, DeltaY;</pre> <p>FUNCTION Moves the screen the specified increment. Currently, only the DeltaY coordinate is significant; you should pass zero for DeltaX. Screens are constrained now only by the top and bottom of the Intuition View, which is not guaranteed to be the same in all versions of the software. If the DeltaX and DeltaY variables you specify would move the Screen in a way that violates any restrictions, the Screen will be moved as far as possible. You may examine the LeftEdge and TopEdge fields of the Screen Structure to see where the screen really ended up. In operation, this function determines what the actual increments that are actually to be used, sets these values up, and calls RethinkDisplay().</p> <p>INPUTS Screen = pointer to a Screen structure DeltaX = amount to move the screen on the x-axis Note that DeltaX should be set to zero. DeltaY = amount to move the screen on the y-axis</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO RethinkDisplay()</p>	<p>NAME MoveWindow — Ask Intuition to move a Window.</p> <p>SYNOPSIS <code>MoveWindow(Window, DeltaX, DeltaY)</code> A0 D0 D1</p> <pre>struct Window *Window; SHORT DeltaX, DeltaY;</pre> <p>FUNCTION This routine sends a request to Intuition asking to move the Window the specified distance. The delta arguments describe how far to move the Window along the respective axes. Note that the Window will not be moved immediately, but rather will be moved the next time Intuition receives an input event, which happens currently at a minimum rate of ten times per second, and a maximum of sixty times a second. This routine does no error-checking. If your delta values specify some far corner of the Universe, Intuition will attempt to move your Window to the far corners of the Universe. Because of the distortions in the space-time continuum that can result from this, as predicted by special relativity, the result is generally not a pretty sight. You are thus advised to consider the dimensions of your Window's screen and the current position of your window before calling this function.</p>	<p>INPUTS Window = pointer to the structure of the Window to be moved DeltaX = signed value describing how far to move the Window on the x-axis DeltaY = signed value describing how far to move the Window on the y-axis</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO SizeWindow(), WindowToFront(), WindowToBack()</p>	

intuition.library/NewModifyProp	intuition.library/NewModifyProp	intuition.library/OffGadget	intuition.library/OffGadget
<p>NAME NewModifyProp -- ModifyProp, but with Selective Update</p> <p>SYNOPSIS NewModifyProp(Gadget, Window, Requester, Flags $\begin{array}{ccccccc} A0 & & A1 & & A2 & D0 \\ & & & & & & \\ \text{HorizPot}, \text{VertPot}, \text{HorizBody}, \text{VertBody}, \text{NumGad} \\ D1 & D2 & D3 & & D4 & D5 \end{array}$ </p> <pre> struct Gadget *Gadget; struct Window *Window; struct Requester *Requester; USHORT Flags; USHORT HorizPot, VertPot; USHORT HorizBody, VertBody; int NumGad; </pre> <p>FUNCTION Performs the function of ModifyProp(), but can update a subset of the entire gadget list. The starting position and gadget count are specified as parameters. If NumGad = -1, updates are made until the end of the list is reached.</p> <p>NOTE Under V33/34, NewModifyProp() has the side effect of redrawing the entire gadget. In the future this function may only update that parts that changed. To cause a full draw operation, use RefreshList().</p> <p>INPUTS PropGadget = pointer to a Proportional Gadget Window = pointer to the window containing the gadget or the Window containing the Requester containing the Gadget. Requester = pointer to a Requester (may be NULL if this isn't a Requester Gadget) Flags = value to be stored in the Flags variable of the PropInfo HorizPot = value to be stored in the HorizPot variable of the PropInfo VertPot = value to be stored in the VertPot variable of the PropInfo HorizBody = value to be stored in the HorizBody variable of the PropInfo VertBody = value to be stored in the VertBody variable of the PropInfo NumGad = number of gadgets to be refreshed after propgadget internals have been adjusted. -1 means "to end of list."</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO ModifyProp() The Intuition Reference Manual contains more information on Proportional Gadgets.</p>	<p>NAME OffGadget -- disables the specified Gadget.</p> <p>SYNOPSIS OffGadget(Gadget, Window, Requester) $\begin{array}{ccccccc} A0 & & A1 & & A2 & \\ & & & & & & \end{array}$ </p> <pre> struct Gadget *Gadget; struct Window *Window; struct Requester *Requester; </pre> <p>FUNCTION This command disables the specified Gadget. When a Gadget is disabled, these things happen: - its imagery is displayed ghosted - the GADGETDISABLED flag is set - the Gadget cannot be selected by User</p> <p>The Window parameter must point to the window which contains the Gadget, or which contains the Requester that contains the Gadget. The Requester parameter must only be valid if the Gadget has the REQGADGET flag set, a requirement for all Requester Gadgets.</p> <p>NOTE: it's never safe to tinker with the Gadget list yourself. Don't supply some Gadget that Intuition hasn't already processed in the usual way.</p> <p>NOTE: for compatibility reasons, this function will refresh all gadgets in a requester, and all gadgets from Gadget to the end of the gadget list if Gadget is in a window.</p> <p>INPUTS Gadget = pointer to the Gadget that you want disabled Window = pointer to a Window structure containing the Gadget or containing the Requester which contains the Gadget Requester = pointer to a Requester (may be NULL if this isn't a Requester Gadget (i.e. REQGADGET is not set)).</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO AddGadget(), RefreshGadgets()</p>		

intuition.library/OffMenu	intuition.library/OffMenu	intuition.library/OnGadget	intuition.library/OnGadget
<p>NAME OffMenu -- disables the given menu or menu item.</p> <p>SYNOPSIS OffMenu(Window, MenuNumber) A0 D0</p> <pre>struct Window *Window; USHORT MenuNumber;</pre> <p>FUNCTION This command disables a sub-item, an item, or a whole menu. This depends on the contents of the data packed into MenuNumber, which is described in the Intuition Reference Manual.</p> <p>INPUTS Window = pointer to the window MenuNumber = the menu piece to be disabled</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>	<p>NAME OnGadget -- enables the specified Gadget.</p> <p>SYNOPSIS OnGadget(Gadget, Window, Requester) A0 A1 A2</p> <pre>struct Gadget *Gadget; struct Window *Window; struct Requester *Requester;</pre> <p>FUNCTION This command enables the specified Gadget. When a Gadget is enabled, these things happen: - its imagery is displayed normally (not ghosted) - the GADGDISABLED flag is cleared - the Gadget can thereafter be selected by the user</p> <p>The Window parameter must point to the window which contains the Gadget, or which contains the Requester that contains the Gadget. The Requester parameter must only be valid if the Gadget has the REQGADGET flag set, a requirement for all Requester Gadgets.</p> <p>NOTE: it's never safe to tinker with the Gadget list yourself. Don't supply some Gadget that Intuition hasn't already processed in the usual way.</p> <p>NOTE: for compatibility reasons, this function will refresh all gadgets in a requester, and all gadgets from Gadget to the end of the gadget list if Gadget is in a window.</p> <p>INPUTS Gadget = pointer to the Gadget that you want disabled Window = pointer to a Window structure containing the Gadget or containing the Requester which contains the Gadget Requester = pointer to a Requester (may be NULL if this isn't a Requester Gadget (i.e. REQGADGET is not set)).</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>		

intuition.library/OnMenu	intuition.library/OnMenu	intuition.library/OpenScreen	intuition.library/OpenScreen
<p>NAME OnMenu -- enable the given menu or menu item.</p> <p>SYNOPSIS OnMenu(Window, MenuNumber) A0 D0</p> <pre>struct Window *Window; USHORT MenuNumber;</pre> <p>FUNCTION This command enables a sub-item, an item, or a whole menu. This depends on the contents of the data packed into MenuNumber, which is described in the Intuition Reference Manual.</p> <p>INPUTS Window = pointer to the window MenuNumber = the menu piece to be enables</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>	<p>NAME OpenScreen -- Open an Intuition Screen.</p> <p>SYNOPSIS Screen = OpenScreen(NewScreen) D0 A0</p> <pre>struct Screen *Screen; struct NewScreen *NewScreen;</pre> <p>FUNCTION Opens an Intuition Screen according to the specified parameters found in the NewScreen structure.</p> <p>Does all the allocations, sets up the Screen structure and all substructures completely, and links this Screen's ViewPort into Intuition's View structure.</p> <p>Before you call OpenScreen(), you must initialize an instance of a NewScreen structure. NewScreen is a structure that contains all of the arguments needed to open a Screen. The NewScreen structure may be discarded immediately after OpenScreen() returns.</p> <p>The SHOWTITLE flag is set to TRUE by default when a Screen is opened. To change this, you must call the routine ShowTitle().</p> <p>INPUTS NewScreen = pointer to an instance of a NewScreen structure. That structure is initialized with the following information:</p> <hr/> <p>Left = initial x-position of your Screen (should be zero currently) Top = initial y-position of the opening Screen Width = the width for this Screen's RastPort. Height = the height for his Screen's RastPort, or the constant STDSCREENHEIGHT to get current local maximum (at this time guaranteed to be at least 200). The actual height the screen opened to can be found in the returned Screen structure. The "normal" width and height for a particular system is stored by the graphics.library in GfxBase->NormalDisplayRows and GfxBase->NormalDisplayColumns. These values will be different depending on factors such as PAL video and overscan.</p> <p>Depth = number of BitPlanes DetailPen = pen number for details (like gadgets or text in title bar) BlockPen = pen number for block fills (like title bar) Type = Screen type Set these flag bits as desired from the set: CUSTOMSCREEN -- this is your own Screen, not a System screen. CUSTOMBITMAP -- this custom screen has bit maps supplied in the BitMap field of the NewScreen structure. Intuition is not to allocate any Raster BitMaps. SCREENBEHIND -- your screen will be created behind all other open screens. This allows a program to prepare imagery in the screen, change it's colors, and so on, bringing it to the front when it is presentable. SCREENQUIET -- Intuition will not render system screen gadgets or screen title. In concert with the RMBTRAP flag on all your screen's windows, this flag will prevent Intuition from rendering into your screen's bitplanes. Without RMBTRAP (or using MENUVERIFY IDCMP facility to cancel menu operations), this flag will prevent Intuition from clearing your menu bar, which is probably unacceptable. The title bar layer may still overwrite your bitmap on open. ViewModes = the appropriate argument for the data type ViewPort.Modes. these might include: HIRES for this screen to be HIRES width. INTERLACE for the display to switch to interlace. SPRITES for this Screen to use sprites (pointer comes anyway). DUALPF for dual-playfield mode (not supported yet) Font = pointer to the default TextAttr structure for text in this Screen</p>		

and all Windows that open in this Screen. Text that uses this TextAttr includes title bars of both Screen and Windows, String Gadgets, and Menu titles. Of course, IntuiText that specifies a NULL TextAttr field will use the Screen/Window default Fonts.

DefaultTitle = pointer to a line of text that will be displayed along the Screen's Title Bar. Null terminated, or just a NULL pointer to get no text.

Gadgets = This field should be set to NULL, since no user Gadgets may be attached to a Screen.

CustomBitMap = if you're not supplying a custom BitMap, this value is ignored. However, if you have your own display memory that you want used for this Screen, the CustomBitMap argument should point to the BitMap that describes your display memory. See the "Screens" chapter and the "Amiga ROM Kernel Manual" for more information about BitMaps.

RESULT

If all is well, returns the pointer to your new Screen
If anything goes wrong, returns NULL

NOTE

By default AmigaOS requesters related to your Process are put on the workbench screen (these are messages like "Disk Full"). If you wish them to show up on custom screens, DOS must be told. This fragment shows the procedure. More information is available in the AmigaOS books. Sample code fragment:

```
----- cut here -----
#include "libraries/dosextens.h"
...
struct Process *process;
struct Window *window;
APTR temp;
...
process=(struct Process *)FindTask(0L);
temp=process->pr_WindowPtr; /* save old value */
process->pr_WindowPtr=(APTR)window;
/* set a pointer to any open window on your screen */

your code goes here
...
process->pr_WindowPtr=temp;
/* restore value _before_ CloseWindow */
CloseWindow(window);
----- cut here -----
```

BUGS

SEE ALSO

OpenWindow(), PrintIText(), CloseScreen(), The Intuition Reference Manual

intuition.library/OpenWindow

intuition.library/OpenWindow

NAME

OpenWindow — Opens an Intuition Window

SYNOPSIS

```
OpenWindow(NewWindow);
where the NewWindow structure is initialized with:
Left, Top, Width, Height, DetailPen, BlockPen, Flags,
IDCMPFlags, Gadgets, CheckMark, Text, Type, Screen, BitMap,
MinWidth, MinHeight, MaxWidth, MaxHeight
```

FUNCTION

Opens an Intuition window of the given height, width and depth, including the specified system Gadgets as well as any of your own. Allocates everything you need to get going.

Before you call OpenWindow(), you must initialize an instance of a NewWindow structure. NewWindow is a structure that contains all of the arguments needed to open a Window. The NewWindow structure may be discarded immediately after it is used to open the Window.

If Type == CUSTOMSCREEN, you must have opened your own Screen already via a call to OpenScreen(). Then Intuition uses your screen argument for the pertinent information needed to get your Window going. On the other hand, if type == one of the Intuition's standard Screens, your screen argument is ignored. Instead, Intuition will check to see whether or not that Screen already exists: if it doesn't, it will be opened first before Intuition opens your window in the Standard Screen.

If the flag SUPER_BITMAP is set, the bitmap variable must point to your own BitMap.

The DetailPen and the BlockPen are used for system rendering; for instance, the Title bar is first filled using the BlockPen, and then the Gadgets and text are rendered using DetailPen. You can either choose to supply special pens for your Window, or, by setting either of these arguments to -1, the Screen's Pens will be used instead.

INPUTS

NewWindow = pointer to an instance of a NewWindow structure. That structure is initialized with the following data:

Left = the initial x-position for your window

Top = the initial y-position for your window

Width = the initial width of this window

Height = the initial height of this window

DetailPen = pen number (or -1) for the rendering of Window details (like gadgets or text in title bar)

BlockPen = pen number (or -1) for Window block fills (like Title Bar)

Flags = specifiers for your requirements of this window, including:

- which system Gadgets you want attached to your window:
 - WINDOWDRAG allows this Window to be dragged
 - WINDOWDEPTH lets the user depth-arrange this Window
 - WINDOWCLOSE attaches the standard Close Gadget
 - WINDOWSIZING allows this Window to be sized. If you ask the WINDOWSIZING Gadget, you must specify one or both of the flags SIZEBRIGHT and SIZEBOTTOM below; if you don't, the default is SIZEBRIGHT. See the following items SIZEBRIGHT and SIZEBOTTOM for extra information.
 - SIZEBRIGHT is a special system Gadget flag that you set to specify whether or not you want the RIGHT Border adjusted to account for the physical size of the Sizing Gadget. The Sizing Gadget must, after all, take up room in either the right or bottom border (or both, if you like) of the Window. Setting either this or the SIZEBOTTOM flag selects which edge will take up the slack. This will be particularly useful to applications that want to use the extra space for other Gadgets (like a Proportional Gadget and two Booleans done up to look like scroll bars) or, for

for instance, applications that want every possible horizontal bit and are willing to lose lines vertically. NOTE: if you select **WINDOWSIZING**, you must select either **SIZEBRIGHT** or **SIZEBOTTOM** or both. If you select neither, the default is **SIZEBRIGHT**.

- **SIZEBOTTOM** is a special system Gadget flag that you set to specify whether or not you want the **BOTTOM** Border adjusted to account for the physical size of the Sizing Gadget. For details, refer to **SIZEBRIGHT** above.
- NOTE: if you select **WINDOWSIZING**, you must select either **SIZEBRIGHT** or **SIZEBOTTOM** or both. If you select neither, the default is **SIZEBRIGHT**.
- **GIMMEZEROZERO** for easy but expensive output
- what type of window raster you want, either:
 - **SIMPLE_REFRESH**
 - **SMART_REFRESH**
 - **SUPER_BITMAP**

If the type is **SMART_REFRESH**, and you do not handle **REFRESHWINDOW** type messages, also set the **NOCAREREFRESH** flag.

- **BACKDROP** for whether or not you want this window to be one of Intuition's special backdrop windows. See **BORDERLESS** as well.
- **REPORTMOUSE** for whether or not you want to "listen" to mouse movement events whenever your Window is the active one. After you've opened your Window, if you want to change you can later change the status of this via a call to **ReportMouse()**. Whether or not your Window is listening to Mouse is affected by Gadgets too, since they can cause you to start getting reports too if you like. The mouse move reports (either **InputEvents** or messages on the **IDCMP**) that you get will have the x/y coordinates of the current mouse position, relative to the upper-left corner of your Window (**GIMMEZEROZERO** notwithstanding). This flag can work in conjunction with the **IDCMP** Flag called **MOUSEMOVE**, which allows you to listen via the **IDCMP**.
- **BORDERLESS** should be set if you want a Window with no Border padding. Your Window may have the Border variables set anyway, depending on what Gadgetry you've requested for the Window, but you won't get the standard border lines and spacing that comes with typical Windows.

This is a good way to take over the entire Screen, since you can have a Window cover the entire width of the Screen using this flag. This will work particularly well in conjunction with the **BACKDROP** flag (see above), since it allows you to open a Window that fills the ENTIRE Screen. NOTE: this is not a flag that you want to set casually, since it may cause visual confusion on the Screen. The Window borders are the only dependable visual division between various Windows and the background Screen. Taking away that Border takes away that visual cue, so make sure that your design doesn't need it at all before you proceed.

- **ACTIVATE** is the flag you set if you want this Window to automatically become the active Window. The active Window is the one that receives input from the keyboard and mouse. It's usually a good idea to have the Window you open when your application first starts up be an ACTIVATED one, but all others opened later not be ACTIVATED (if the user is off doing something with another Screen, for instance, your new Window will change where the input is going, which would have the effect of yanking the input rug from under the user). Please use this flag thoughtfully and carefully.
- **RMBTRAP**, when set, causes the right mouse button events to be trapped and broadcast as events. You can receive these events through either the **IDCMP** or the **Console**.

IDCMPFlags = **IDCMP** is the acronym for Intuition Direct Communications Message Port. It's Intuition's sole acronym, given in honor of

all hack-heads who love to mangle our brains with maniacal names, and fashioned especially cryptic and unpronounceable to make them squirm with sardonic delight. Here's to you, my chums. Meanwhile, I still opt (and argue) for simplicity and elegance.

If any of the **IDCMP** Flags is selected, Intuition will create a pair of messageports and use them for direct communications with the Task opening this Window (as compared with broadcasting information via the **Console Device**). See the "Input and Output Methods" chapter of the intuition manual for complete details.

You request an **IDCMP** by setting any of these flags. Except for the special **VERIFY** flags, every other flag you set tells me that if a given event occurs which your program wants to know about, I'm to broadcast the details of that event through the **IDCMP** rather than via the **Console device**. This allows a program to interface with Intuition directly, rather than going through the **Console device**.

Remember, if you are going to open both an **IDCMP** and a **Console**, it will be far better to get most of the event messages via the **Console**. Reserve your usage of the **IDCMP** for special performance cases; that is, when you aren't going to open a **Console** for your Window and you do want to learn about a certain set of events (for instance, **CLOSEWINDOW**); another example would be **SIZEVERIFY**, which is a function that you get ONLY through the use of the **IDCMP** (because the **Console** doesn't give you any way to talk to Intuition directly).

On the other hand, if the **IDCMPFlags** argument is equal to zero, no **IDCMP** is created and the only way you can learn about any Window event for this Window is via a **Console** opened for this Window. And you have no way to **SIZEVERIFY**.

If you want to change the state of the **IDCMP** some time after you've opened the Window (including opening or closing the **IDCMP**) you call the routine **ModifyIDCMP()**.

The flags you can set are:

- **REQVERIFY** is the flag which, like **SIZEVERIFY** and (see **MENUVERIFY** (see immediately below), specifies that you want to make sure that your graphical state is quiescent before something extraordinary happens. In this case, the extraordinary event is that a rectangle of graphical data is about to be blasted into your Window. If you're drawing into that Window, you probably will wish to make sure that you've ceased drawing before the user is allowed to bring up the **DMRequest** you've set up, and the same for when system has a request for the user. Set this flag to ask for that verification step.
- **REQCLEAR** is the flag you set to hear about it when the last Requester is cleared from your Window and it's safe for you to start output again (presuming you're using **REQVERIFY**)
- **REQSET** is a flag that you set to receive a broadcast when the first Requester is opened in your Window. Compare this with **REQCLEAR** above. This function is distinct from **REQVERIFY**. This functions merely tells you that a Requester has opened, whereas **REQVERIFY** requires you to respond before the Requester is opened.
- **MENUVERIFY** is the flag you set to have Intuition stop and wait for you to finish all graphical output to your Window before rendering the menus. Menus are currently rendered in the most memory-efficient way, which involves interrupting output to all Windows in the Screen before the Menus are drawn. If you need to finish your graphical output before this happens, you can set this flag to make sure that you do.
- **SIZEVERIFY** means that you will be doing output to your Window which depends on a knowledge of the current size of the Window. If the user wants to resize the Window, you may want to make sure that any queued output completes before the sizing takes place (critical Text, for instance). If this is the case, set this flag. Then, when the user wants to size, Intuition will send you the **SIZEVERIFY** message and **Wait()** until you reply that it's OK to proceed with the sizing. NOTE: when I say that Intuition will

Wait() until you reply, what I'm really saying is that User will WAIT until you reply, which suffers the great negative potential of User-Unfriendliness. So remember: use this flag sparingly, and, as always with any IDCMP Message you receive, Reply to it promptly! Then, after User has sized the Window, you can find out about it using NEWSIZE:

With all of the "VERIFY" functions, it is not safe to leave them enabled at any time when you task may not be able to respond for a long period.

It is NEVER safe to call AmigaDOS, directly or indirectly, when a "VERIFY" function is active. If AmigaDOS needs to put up a disk requester for you, your task might end up waiting for the requester to be satisfied, at the same time as Intuition is waiting for your response. The result is a complete machine lockup. USE ModifyIDCMP TO TURN OFF ANY VERIFY MESSAGES BEFORE CALLING AmigaDOS!!!

- NEWSIZE is the flag that tells Intuition to send an IDCMP Message to you after the user has resized your Window. At this point, you could examine the size variables in your Window structure to discover the new size of the Window.
- REFRESHWINDOW when set will cause a Message to be sent whenever your Window needs refreshing. This flag makes sense only with SIMPLE_REFRESH and SMART_REFRESH Windows.
- MOUSEBUTTONS will get reports about Mouse-button Up/Down events broadcast to you (Note: only the ones that don't mean something to Intuition. If the user clicks the Select button over a Gadget, Intuition deals with it and you don't find out about it through here).
- MOUSERMOVE will work only if you've set the flag REPORTMOUSE above, or if one of your Gadgets has the flag FOLLOWMOUSE set. Then all mouse movements will be reported here.
- GADGETDOWN means that when the User "selects" a Gadget you've created with the GADGIMMEDIATE flag set, the fact will be broadcast through the IDCMP.
- GADGETUP means that when the User "releases" a Gadget that you've created with the RELVERIFY flag set, the fact will be broadcast through the IDCMP.
- MENUPICK selects that MenuNumber data will come this way
- CLOSEWINDOW means broadcast the CLOSEWINDOW event through the IDCMP rather than the Console
- RAWKEY selects that all RAWKEY events are transmitted via the IDCMP. Note that these are absolutely RAW keycodes, which you will have to massage before using. Setting this and the MOUSE flags effectively eliminates the need to open a Console Device to get input from the keyboard and mouse. Of course, in exchange you lose all of the Console features, most notably the "cooking" of input data and the systematic output of text to your Window.
- VANILLAKEY is for developers who don't want the hassle of RAWKEYS. This flag will return all the keycodes after translation via the current country-dependant keymap. When you set this flag, you will get IntuiMessages where the Code field has a decoded ASCII character representing the key struck on the keyboard. Only codes that map to one character are returned, you can't read such keys as HELP or the Function keys with VANILLAKEY.
- INTUITICKS gives you simple timer events from Intuition when your window is the active one; it may help you avoid opening and managing the timer device. With this flag set, you will get only one queued-up INTUITICKS message at a time. If

Intuition notices that you've been sent an INTUITICKS message and haven't replied to it, another message will not be sent. Intuition receives timer events ten times a second (approximately).

- DELTAMOVE gives raw (unscaled) input event delta X/Y values. This is so you can detect mouse motion regardless of screen/window/display boundaries. Note that MOUSEBUTTONS messages will also be affected.
- NEWPREFS indicates you wish to be notified when the system-wide preferences changes.
- Set ACTIVEWINDOW and INACTIVEWINDOW to get messages when those events happen to your window. Take care not to confuse this "ACTIVEWINDOW" with the remarkably familiar sounding, but totally different "WINDOWACTIVE" flag.

Gadgets = the pointer to the first of a linked list of the your own Gadgets which you want attached to this Window. Can be NULL if you have no Gadgets of your own

CheckMark = a pointer to an instance of the struct Image where can be found the imagery you want used when any of your

MenuItems is to be checkmarked. If you don't want to supply your own imagery and you want to just use

Intuition's own checkmark, set this argument to NULL

Text = a null-terminated line of text to appear on the title bar of your window (may be null if you want no text)

Type = the Screen type for this window. If this equal CUSTOMSCREEN, you must have already opened a CUSTOMSCREEN (see text above). Types available include:

- WBENCHSCREEN
- CUSTOMSCREEN

Screen = if your type is one of Intuition's Standard Screens, then this argument is ignored. However, if Type == CUSTOMSCREEN, this must point to the structure of your own Screen

BitMap = if you have specified SUPER_BITMAP as the type of refreshing you want for this Window, then this value points to a instance of the struct BitMap. However, if the refresh type is NOT SUPER_BITMAP, this pointer is ignored

MinWidth, MinHeight, MaxWidth, MaxHeight = the size limits for this that the minimums cannot be greater than the current size, nor can the maximums be smaller than the current size.

The maximums may be LARGER than the current size, or even larger than the current screen. The maximums should be set to the highest value your application can handle. This allows users with larger display devices to take full advantage of your software. If there is no good reason to limit the size, then don't. -1 or ~0 indicates the maximum available.

Any one of these can be initialized to zero, which means that limit will be set to the current dimension of that axis. The limits can be changed after the Window is opened by calling the WindowLimits() routine.

RESULT

If all is well, returns the pointer to your new Window
If anything goes wrong, returns NULL

BUGS

SEE ALSO

OpenScreen()
ModifyIDCMP()
WindowTitles()

intuition.library/OpenWorkBench	intuition.library/OpenWorkBench	intuition.library/PrintIText	intuition.library/PrintIText
<p>NAME OpenWorkBench -- Opens the WorkBench Screen</p> <p>SYNOPSIS WBScreen = OpenWorkBench() D0</p> <pre>struct Screen *WBScreen;</pre> <p>FUNCTION This routine attempts to reopen the WorkBench. The actions taken are: - general good stuff and nice things, and then return a non-null pointer to the Workbench Screen. - find that something has gone wrong, and return NULL</p> <p>The return value, if not NULL, is indeed the address of the Workbench Screen, although you should not use it as such. This is because the Workbench may be closed by other programs, which can invalidate the address at any time. We suggest that you regard the return value as a BOOL indication that the routine has succeeded, if you pay any attention to it at all.</p> <p>INPUTS None</p> <p>RESULT non-<i>FALSE</i> if WorkBench Screen opened successfully, or was already opened <i>FALSE</i> if anything went wrong and the WorkBench Screen isn't out there</p> <p>BUGS</p> <p>SEE ALSO</p>	<p>NAME PrintIText -- prints the text according to the IntuiText argument</p> <p>SYNOPSIS PrintIText(RastPort, IText, LeftOffset, TopOffset) A0 A1 D0 D1</p> <pre>struct RastPort *RastPort; struct IntuiText *IText; SHORT LeftOffset, TopOffset;</pre> <p>FUNCTION Prints the IntuiText into the specified RastPort. Sets up the RastPort as specified by the IntuiText values, then prints the text into the RastPort at the IntuiText x/y coordinates offset by the left/top arguments. Note, though, that the IntuitText structure itself may contain further text position coordinates: those coordinates and the Left/TopOffsets are added to obtain the true position of the text to be rendered.</p> <p>This routine does window layer clipping as appropriate -- if you print text outside of your Window, your characters will be clipped at the Window's edge.</p> <p>If the NextText field of the IntuiText argument is non-<i>NULL</i>, the next IntuiText is rendered as well, and so on until some NextText field is <i>NULL</i>.</p> <p>IntuiText with the ITextAttr field <i>NULL</i> are displayed in the font of the RastPort. If the RastPort font is also <i>NULL</i>, the system default font, as set via the Preferences tool, will be used.</p> <p>INPUTS RastPort = the RastPort destination of the text IText = pointer to an instance of the structure IntuiText LeftOffset = left offset of the IntuiText into the RastPort TopOffset = top offset of the IntuiText into the RastPort</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>		

intuition.library/RefreshGadgets

intuition.library/RefreshGadgets

NAME

RefreshGadgets -- Refresh (redraw) the Gadget display

SYNOPSIS

```
RefreshGadgets(Gadgets, Window, Requester)
    A0      A1      A2
```

FUNCTION

Refreshes (redraws) all of the Gadgets in the Gadget List starting from the specified Gadget.

The Window parameter must point to the window which contains the Gadget, or which contains the Requester that contains the Gadget. The Requester parameter must only be valid if the Gadget has the REQGADGET flag set, a requirement for all Requester Gadgets.

The Pointer argument points a Window structure.

The two main reasons why you might want to use this routine are: first, that you've modified the imagery of the Gadgets in your display and you want the new imagery to be displayed; secondly, if you think that some graphic operation you just performed trashed the Gadgetry of your display, this routine will refresh the imagery for you.

Note that to modify the imagery of a gadget, you must first remove that gadget from the Window's Gadget list, using RemoveGadget() (or RemoveGLIST()). After changing the Image, Border, Text (including Text for a String Gadget), the gadget is replaced in the Gadget List (using AddGadget() or AddGLIST()). Adding gadgets does not cause them to be displayed (refreshed), so this function, or RefreshGLIST() is typically called.

A common technique is to set or reset the SELECTED flag of a Boolean Gadget and then call RefreshGadgets() to see them displayed highlighted if and only if SELECTED is set. If you wish to do this and be completely proper, you must RemoveGadget(), change SELECTED flag, AddGadget(), and RefreshGadgets(), or the equivalent.

The Gadgets argument can be a copy of the FirstGadget variable in either the Screen or Window structure that you want refreshed: the effect of this will be that all Gadgets will be redrawn. However, you can selectively refresh just some of the Gadgets by starting the refresh part-way into the list: for instance, redrawing your Window non-GIMMEZEROZERO Gadgets only, which you've conveniently grouped at the end of your Gadget list.

Even more control is available using the RefreshGLIST routine which enables you to refresh a single gadget, or number of your choice.

NOTE: It's never safe to tinker with the Gadget list yourself. Don't supply some Gadget list that Intuition hasn't already processed in the usual way.

INPUTS

Gadgets = pointer to the first in the list of Gadgets wanting refreshment
 Window = pointer to the Window containing the Gadget or its Requester
 Requester = pointer to a Requester (ignored if Gadget is not attached to a Requester).

RESULT

None

BUGS

SEE ALSO

RefreshGLIST(), RemoveGadget(), RemoveGLIST(), AddGadget(), AddGLIST()

intuition.library/RefreshGLIST

intuition.library/RefreshGLIST

NAME

RefreshGLIST -- Refresh (redraw) a chosen number of gadgets.

SYNOPSIS

```
RefreshGLIST(Gadgets, Window, Requester, NumGad)
    A0      A1      A2      D0
```

```
struct Gadget *Gadget;
struct Window *Window;
struct Requester *Requester;
SHORT NumGad;
```

FUNCTION

Refreshes (redraws) Gadgets in the Gadget List starting from the specified Gadget. At most NumGad gadgets are redrawn. If NumGad is -1, all gadgets until a terminating NULL value in the NextGadget field is found will be refreshed, making this routine a superset of RefreshGadgets().

The Requester variable can point to a Requester structure. If the first Gadget in the list has the REQGADGET flag set, the Gadget list refers to Gadgets in a Requester and the Pointer must necessarily point to a Window. If these are not the Gadgets of a Requester, the Requester argument may be NULL.

Be sure to see the RefreshGadgets() function description, as this function is simple an extension of that.

INPUTS

Gadgets = pointer to the first in the list of Gadgets wanting refreshment
 Window = pointer to the Window containing the Gadget or its Requester
 Requester = pointer to a Requester (ignored if Gadget is not attached to a Requester).

NumGad = maximum number of gadgets to be refreshed. A value of -1 will cause all gadgets to be refreshed from Gadget to the end of the list. A value of -2 will also do this, but if Gadget is a Requester Gadget (REQGADGET) ALL gadgets in the requester will be refreshed (this is a mode compatible with v1.1 RefreshGadgets()).

RESULT

None

BUGS

SEE ALSO

RefreshGadgets()

intuition.library/RefreshWindowFrame

NAME
RefreshWindowFrame -- Ask Intuition to redraw your window border/gadgets

SYNOPSIS
RefreshWindowFrame(Window)
A0

struct Window *Window;

FUNCTION
Refreshes the border of a window, including title region and all
of the window's gadgets.

You may use this call if you wish to update the display of your borders.
The expected use of this is to correct unavoidable corruption.

INPUTS
Window = a pointer to a Window structure

RESULT
None

BUGS

SEE ALSO

intuition.library/RemakeDisplay

NAME
RemakeDisplay -- Remake the entire Intuition display

SYNOPSIS
RemakeDisplay()

FUNCTION
This is the big one.

This procedure remakes the entire Intuition display. It does
the equivalent of MakeScreen() for every Screen in the system,
and then it calls RethinkDisplay().

WARNING: This routine can take several milliseconds to run, so
do not use it lightly. RethinkDisplay() (called by this routine)
does a Forbid() on entry and a Permit() on exit, which can seriously
degrade the performance of the multi-tasking Executive.

INPUTS
None

RESULT
None

BUGS

SEE ALSO
MakeScreen(), RethinkDisplay(), graphics.library/MakeVPort

intuition.library/RemoveGadget	intuition.library/RemoveGadget	intuition.library/RemoveGLList	intuition.library/RemoveGLList
<p>NAME RemoveGadget -- removes a Gadget from a Window</p> <p>SYNOPSIS Position = RemoveGadget(Window, Gadget) D0 A0 A1</p> <pre>USHORT Position; struct Window *Window; struct Gadget *Gadget;</pre> <p>FUNCTION Removes the given Gadget from the Gadget list of the specified Window. Returns the ordinal position of the removed Gadget.</p> <p>If the Gadget is in a Requester attached to the window, this routine will look for it and remove it if it is found.</p> <p>If the Gadget pointer points to a Gadget that isn't in the appropriate list, -1 is returned. If there aren't any Gadgets in the list, -1 is returned. If you remove the 65535th Gadget from the list -1 is returned.</p> <p>INPUTS Window = pointer to the Window containing the Gadget or the Requester containing the Gadget to be removed. Gadget = pointer to the Gadget to be removed. The Gadget itself describes whether this is a Gadget that should be removed from the Window or some Requester.</p> <p>RESULT Returns the ordinal position of the removed Gadget. If the Gadget wasn't found in the appropriate list, or if there are no Gadgets in the list, returns -1.</p> <p>BUGS</p> <p>SEE ALSO AddGadget(), RemoveGLList()</p>	<p>NAME RemoveGLList -- removes a sublist of Gadgets from a Window.</p> <p>SYNOPSIS Position = RemoveGLList(Window, Gadget, Numgad) D0 A0 A1 D0</p> <pre>struct Window *Window; struct Gadget *Gadget; SHORT Numgad;</pre> <p>FUNCTION Removes 'Numgad' Gadgets from the Gadget list of the specified Window. Will remove Gadgets from a Requester if the first Gadget's GadgetType flag REQGADGET is set.</p> <p>Otherwise identical to RemoveGadget().</p> <p>NOTE The last gadget in the list does NOT have its link zeroed.</p> <p>INPUTS Window = pointer to the Window containing the Gadget or the Requester containing the Gadget to be removed. Gadget = pointer to the Gadget to be removed. The Gadget itself describes whether this is a Gadget that should be removed from the Window or some Requester. Numgad = number of gadgets to be removed. If -1, remove all gadgets to end of Window Gadget List</p> <p>RESULT Returns the ordinal position of the removed Gadget. If the Gadget wasn't found in the appropriate list, or if there are no Gadgets in the list, returns -1.</p> <p>BUGS</p> <p>SEE ALSO RemoveGadget(), AddGadget()</p>		

intuition.library/ReportMouse

intuition.library/ReportMouse

SEE ALSO

The Input and Output section of the Intuition Reference Manual

NAME

ReportMouse -- tells Intuition whether to report mouse movement.

SYNOPSIS

```
ReportMouse(Boolean, Window)
    D0      A0      <-note
BOOL Boolean;
struct Window *Window;
```

SPECIAL NOTE

Some compilers and link files switch the arguments to this function about in unpredictable ways. The call will take one of two forms:

```
ReportMouse(Window, (ULONG)Boolean);
-or-
ReportMouse(Boolean, Window);
```

The Manx Aztec compiler prefers the second form. From assembler the interface is always the same: Boolean in D0, Window in A0

Also, it is still endorsed to simply set the REPORTMOUSE flag bit in Window->Flags, or reset it, on your own. Make the operation an atomic assembly instruction (e.g.: OR.W #REPORTMOUSE,wd Flags+2(A0) where A0 contains your window pointer). Most compilers will produce an atomic operation when faced with:

```
Window->Flags |= REPORTMOUSE;
Window->Flags &= ~REPORTMOUSE;
```

or else bracket the operation between Forbid/Permit().

FUNCTION

Tells Intuition whether or not to broadcast mouse-movement events to your Window when it's the active one. The Boolean value specifies whether to start or stop broadcasting position information of mouse-movement. If the Window is the active one, mouse-movement reports start coming immediately afterwards. This same routine will change the current state of the FOLLOWMOUSE function of a currently-selected Gadget too.

Note that calling ReportMouse() when a Gadget is selected will only temporarily change whether or not mouse movements are reported while that Gadget remains selected; the next time the Gadget is selected, its FOLLOWMOUSE flag is examined anew.

Note also that calling ReportMouse() when no Gadget is currently selected will change the state of the Window's REPORTMOUSE flag, but will have no effect on any Gadget that may be subsequently selected.

The ReportMouse() function is first performed when OpenWindow() is first called; if the flag REPORTMOUSE is included among the options, then all mouse-movement events are reported to the opening task and will continue to be reported until ReportMouse() is called with a Boolean value of FALSE. If REPORTMOUSE is not set, then no mouse-movement reports will be broadcast until ReportMouse() is called with a Boolean of TRUE.

Note that the REPORTMOUSE flag, as managed by this routine, determines IF mouse messages are to be broadcast. Determining HOW they are to be broadcast is determined by the MOuseMOVE IDCMPFlag.

INPUTS

Window = pointer to a Window structure associated with this request
Boolean = TRUE or FALSE value specifying whether to turn this function on or off

RESULT

None

BUGS

See above

intuition.library/Request	intuition.library/Request	intuition.library/RethinkDisplay	intuition.library/RethinkDisplay
<p>NAME Request -- Activates a Requester.</p> <p>SYNOPSIS Success = Request(Requester, Window); D0 A0 A1</p> <pre>BOOL Success; struct Requester *Requester; struct Window *Window;</pre> <p>FUNCTION Links in and displays a Requester into the specified Window. This routine ignores the Window's REQVERIFY flag.</p> <p>INPUTS Requester = pointer to the Requester to be displayed Window = pointer to the Window into which this Requester goes</p> <p>RESULT If the Requester is successfully opened, TRUE is returned. Otherwise, if the Requester could not be opened, FALSE is returned.</p> <p>BUGS POINTREL requesters not currently supported, by THIS call, but are now supported for Double-Menu Requesters.</p> <p>SEE ALSO The Requesters section of the Intuition Reference Manual</p>	<p>NAME RethinkDisplay -- the grand manipulator of the entire Intuition display</p> <p>SYNOPSIS RethinkDisplay()</p> <p>FUNCTION This function performs the Intuition global display reconstruction. This includes rethinking about all of the ViewPorts and their relationship to another and reconstructing the entire display based on the results of this rethinking. Specifically, and omitting some internal details, the operation consists of this:</p> <ul style="list-style-type: none"> Determine which ViewPorts are invisible and set their VP_HIDE ViewPort Mode flag. If a change to a viewport height or changing interlace needs require, MakeViewPort() is called for specific ViewPorts. After this phase, the Copper lists for each Screen's ViewPort are correctly set up. MrgCop() and LoadView() are then called to get these copper lists in action, thus establishing the new state of the Intuition display. <p>You may perform a MakeScreen() on your Custom Screen before calling this routine. The results will be incorporated in the new display, but changing the INTERLACE ViewPort mode for one screens must be reflected in the Intuition View, which is best left to Intuition.</p> <p>WARNING: This routine can take several milliseconds to run, so do not use it lightly. RethinkDisplay() does a Forbid() on entry and a Permit() on exit, which can seriously degrade the performance of the multi-tasking Executive.</p> <p>INPUTS None</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO RemakeDisplay(), graphics.library/MakeViewPort(), graphics.library/MrgCop(), graphics.library/LoadView(), MakeScreen()</p>		

intuition.library/ScreenToBack	intuition.library/ScreenToBack	intuition.library/ScreenToFront	intuition.library/ScreenToFront
NAME ScreenToBack — send the specified Screen to the back of the display.		NAME ScreenToFront — brings the specified Screen to the front of the display	
SYNOPSIS ScreenToBack(Screen) A0		SYNOPSIS ScreenToFront(Screen) A0	
FUNCTION Sends the specified Screen to the back of the display.		FUNCTION Brings the specified Screen to the front of the display.	
INPUTS Screen = pointer to a Screen structure		INPUTS Screen = a pointer to a Screen structure	
RESULT None		RESULT None	
BUGS		BUGS	
SEE ALSO		SEE ALSO	

intuition.library/SetDMRequest	intuition.library/SetDMRequest	intuition.library/SetMenuStrip	intuition.library/SetMenuStrip
<p>NAME SetDMRequest -- sets the DMRequest of the Window.</p> <p>SYNOPSIS SetDMRequest(Window, DMRequester) A0 A1</p> <pre>struct Window *Window; struct Requester *DMRequester;</pre> <p>FUNCTION Attempts to set the DMRequester into the specified window. The DMRequester is the special Requester that you attach to the double-click of the menu button which the user can then bring up on demand. This routine WILL NOT set the DMRequester if it's already set and is currently active (in use by the user). After having called SetDMRequest(), if you want to change the DMRequester, the correct way to start is by calling ClearDMRequest() until it returns a value of TRUE; then you can call SetDMRequest() with the new DMRequester.</p> <p>If the POINTREL flag is set, the DMR will open as close to the pointer as possible. The RelLeft/Top fields are for fine-tuning the position.</p> <p>INPUTS Window = pointer to the window from which the DMRequest is to be set DMRequester = a pointer to a Requester</p> <p>RESULT If the current DMRequest was not in use, sets the DMRequest pointer into the Window and returns TRUE. If the DMRequest was currently in use, doesn't change the pointer and returns FALSE</p> <p>BUGS</p> <p>SEE ALSO ClearDMRequest(), Request()</p>	<p>NAME SetDMRequest -- Attaches the Menu strip to the Window.</p> <p>SYNOPSIS Success = SetMenuStrip(Window, Menu) D0 A0 A1</p> <pre>BOOL Success; struct Window *Window; struct Menu *Menu;</pre> <p>FUNCTION Attaches the Menu strip to the Window. After calling this routine, if the user presses the menu button, this specified menu strip will be displayed and accessible by the user.</p> <p>Menus with zero MenuItem's are not allowed.</p> <p>NOTE: You should always design your Menu strip changes to be a two-way operation, where for every Menu strip you add to your Window you should always plan to clear that strip sometime. Even in the simplest case, where you will have just one Menu strip for the lifetime of your Window, you should always clear the Menu strip before closing the Window. If you already have a Menu strip attached to this Window, the correct procedure for changing to a new Menu strip involves calling ClearMenuStrip() to clear the old first. The sequence of events should be:</p> <ul style="list-style-type: none"> - OpenWindow() - zero or more iterations of: <ul style="list-style-type: none"> - SetMenuStrip() - ClearMenuStrip() - CloseWindow() <p>INPUTS Window = pointer to a Window structure Menu = pointer to the first Menu in the Menu strip</p> <p>RESULT TRUE if there were no problems. TRUE always, since this routine will wait until it is OK to proceed.</p> <p>BUGS</p> <p>SEE ALSO ClearMenuStrip()</p>	<p>NAME SetMenuStrip -- Attaches the Menu strip to the Window.</p> <p>SYNOPSIS Success = SetMenuStrip(Window, Menu) D0 A0 A1</p> <pre>BOOL Success; struct Window *Window; struct Menu *Menu;</pre> <p>FUNCTION Attaches the Menu strip to the Window. After calling this routine, if the user presses the menu button, this specified menu strip will be displayed and accessible by the user.</p> <p>Menus with zero MenuItem's are not allowed.</p> <p>NOTE: You should always design your Menu strip changes to be a two-way operation, where for every Menu strip you add to your Window you should always plan to clear that strip sometime. Even in the simplest case, where you will have just one Menu strip for the lifetime of your Window, you should always clear the Menu strip before closing the Window. If you already have a Menu strip attached to this Window, the correct procedure for changing to a new Menu strip involves calling ClearMenuStrip() to clear the old first. The sequence of events should be:</p> <ul style="list-style-type: none"> - OpenWindow() - zero or more iterations of: <ul style="list-style-type: none"> - SetMenuStrip() - ClearMenuStrip() - CloseWindow() <p>INPUTS Window = pointer to a Window structure Menu = pointer to the first Menu in the Menu strip</p> <p>RESULT TRUE if there were no problems. TRUE always, since this routine will wait until it is OK to proceed.</p> <p>BUGS</p> <p>SEE ALSO ClearMenuStrip()</p>	

intuition.library/SetPointer	intuition.library/SetPointer	intuition.library/SetPrefs	intuition.library/SetPrefs
<p>NAME SetPointer — sets a Window with its own Pointer</p> <p>SYNOPSIS SetPointer(Window, Pointer, Height, Width, XOffset, YOffset) A0 A1 D0 D1 D2 D3</p> <pre>struct Window *Window; USHORT *Pointer; SHORT Height, Width; SHORT XOffset, YOffset;</pre> <p>FUNCTION Sets up the Window with the sprite definition for the Pointer. Then whenever the Window is the active one, the Pointer image will change to its version of the Pointer. If the Window is the active one when this routine is called, the change takes place immediately.</p> <p>The XOffset and YOffset are used to offset the top-left corner of the hardware sprite imagery from what Intuition regards as the current position of the Pointer. Another way of describing it is as the offset from the "hot spot" of the Pointer to the top-left corner of the sprite. For instance, if you specify offsets of zero, zero, then the top-left corner of your sprite image will be placed at the Pointer position. On the other hand, if you specify an XOffset of -7 (remember, sprites are 16 pixels wide) then your sprite will be centered over the Pointer position. If you specify an XOffset of -15, the right-edge of the sprite will be over the Pointer position.</p> <p>INPUTS Window = pointer to the Window to receive this Pointer definition Pointer = pointer to the data definition of a Sprite Height = the height of the Pointer Width = the Width of the sprite (must be less than or equal to sixteen) XOffset = the offset for your sprite from the Pointer position YOffset = the offset for your sprite from the Pointer position</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO ClearPointer()</p>	<p>NAME SetPrefs — Set Intuition Preferences.</p> <p>SYNOPSIS Prefs = SetPrefs(PrefBuffer, Size, Inform) D0 A0 D0 D1</p> <pre>struct Preferences *Prefs; struct Preferences *PrefBuffer; int Size; BOOL Inform;</pre> <p>FUNCTION Sets new Preferences values. Copies the first 'Size' bytes from your Preferences buffer to the system Preferences table, and puts them into effect.</p> <p>The 'Inform' parameter, if TRUE, indicates that a NEWPREFS message is to be sent to all Windows that have the NEWPREFS IDCMPFlag set.</p> <p>It is legal to set a partial copy of the Preferences structure. The most frequently changed values are grouped at the beginning of the Preferences structure.</p> <p>INPUTS PrefBuffer = pointer to the memory buffer which contains your desired settings for Intuition Preferences Size = the number of bytes in your PrefBuffer, the number of bytes you want copied to the system's internal Preference settings Inform = whether you want the information of a new Preferences setting propagated to all windows.</p> <p>RESULT Returns your parameter PrefBuffer.</p> <p>BUGS</p> <p>SEE ALSO GetDefPrefs(), GetPrefs()</p>		

intuition.library/SetWindowTitle	intuition.library/SetWindowTitle	intuition.library>ShowTitle	intuition.library>ShowTitle
<p>NAME SetWindowTitle -- Sets the Window's titles for both Window and Screen</p> <p>SYNOPSIS SetWindowTitle(Window, WindowTitle, ScreenTitle) A0 A1 A2</p> <pre>struct Window *Window; UBYTE *WindowTitle, *ScreenTitle;</pre> <p>FUNCTION Allows you to set the text which appears in the Window and/or Screen title bars.</p> <p>The Window Title appears at all times along the Window Title Bar. The Window's Screen Title appears at the Screen Title Bar whenever this Window is the active one.</p> <p>When this routine is called, your Window Title will be changed immediately. If your Window is the active one when this routine is called, the Screen Title will be changed immediately.</p> <p>You can specify a value of -1 (i.e. (struct Window *) ~0) for either of the title pointers. This designates that you want to Intuition to leave the current setting of that particular title alone, and modify only the other one. Of course, you could set both to -1.</p> <p>Furthermore, you can set a value of 0 (zero) for either of the title pointers. Doing so specifies that you want no title to appear (the title bar will be blank).</p> <p>Both of the titles are rendered in the default font of the Window's Screen, as set using OpenScreen().</p> <p>In setting the Window's title, Intuition may do some other rendering in the top border of your window. If your own rendering sometimes appears in your window border areas, you may want to restore the entire window border frame. The function SetWindowTitle() does not do this in the newer versions. The function RefreshWindowFrame() is provided to do this kind of thing for you.</p> <p>INPUTS Window = pointer to your Window structure WindowTitle = pointer to a null-terminated text string, or set to either the value of -1 (negative one) or 0 (zero) ScreenTitle = pointer to a null-terminated text string, or set to either the value of -1 (negative one) or 0 (zero)</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO OpenWindow(), RefreshWindowFrame(), OpenScreen()</p>	<p>NAME ShowTitle -- Set the Screen title bar display mode</p> <p>SYNOPSIS ShowTitle(Screen, ShowIt) A0 D0</p> <pre>struct Screen *Screen; BOOL ShowIt;</pre> <p>FUNCTION This routine sets the SHOWTITLE flag of the specified Screen, and then coordinates the redisplay of the Screen and its Windows.</p> <p>The Screen title bar can appear either in front of or behind BACKDROP Windows. This is contrasted with the fact that non-BACKDROP Windows always appear in front of the Screen Title Bar. You specify whether you want the Screen Title Bar to be in front of or behind the Screen's BACKDROP Windows by calling this routine.</p> <p>The ShowIt argument should be set to either TRUE or FALSE. If TRUE, the Screen's Title Bar will be shown in front of BACKDROP Windows. If FALSE, the Title Bar will be rendered behind all Windows.</p> <p>When a Screen is first opened, the default setting of the SHOWTITLE flag is TRUE.</p> <p>INPUTS Screen = pointer to a Screen structure ShowIt = Boolean TRUE or FALSE describing whether to show or hide the Screen Title Bar</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>	<p>NAME ShowTitle -- Set the Screen title bar display mode</p> <p>SYNOPSIS ShowTitle(Screen, ShowIt) A0 D0</p> <pre>struct Screen *Screen; BOOL ShowIt;</pre> <p>FUNCTION This routine sets the SHOWTITLE flag of the specified Screen, and then coordinates the redisplay of the Screen and its Windows.</p> <p>The Screen title bar can appear either in front of or behind BACKDROP Windows. This is contrasted with the fact that non-BACKDROP Windows always appear in front of the Screen Title Bar. You specify whether you want the Screen Title Bar to be in front of or behind the Screen's BACKDROP Windows by calling this routine.</p> <p>The ShowIt argument should be set to either TRUE or FALSE. If TRUE, the Screen's Title Bar will be shown in front of BACKDROP Windows. If FALSE, the Title Bar will be rendered behind all Windows.</p> <p>When a Screen is first opened, the default setting of the SHOWTITLE flag is TRUE.</p> <p>INPUTS Screen = pointer to a Screen structure ShowIt = Boolean TRUE or FALSE describing whether to show or hide the Screen Title Bar</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO</p>	

intuition.library/SizeWindow

intuition.library/SizeWindow

NAME
SizeWindow -- Ask Intuition to size a Window.

SYNOPSIS
SizeWindow(Window, DeltaX, DeltaY)
A0 D0 D1

```
struct Window *Window;  
SHORT DeltaX, DeltaY;
```

FUNCTION

This routine sends a request to Intuition asking to size the Window the specified amounts. The delta arguments describe how much to size the Window along the respective axes.

Note that the Window will not be sized immediately, but rather will be sized the next time Intuition receives an input event, which happens currently at a minimum rate of ten times per second, and a maximum of sixty times a second. You can discover when your Window has finally been sized by setting the NEWSIZE flag of the IDCMP of your Window. See the "Input and Output Methods" chapter of The Intuition Reference Manual for description of the IDCMP.

This routine does no error-checking. If your delta values specify some far corner of the Universe, Intuition will attempt to size your Window to the far corners of the Universe. Because of the distortions in the space-time continuum that can result from this, as predicted by special relativity, the result is generally not a pretty sight.

INPUTS

Window = pointer to the structure of the Window to be sized
DeltaX = signed value describing how much to size the Window on the x-axis
DeltaY = signed value describing how much to size the Window on the y-axis

RESULT

None

BUGS

SEE ALSO

MoveWindow(), WindowToFront(), WindowToBack()

intuition.library/UnlockIBase

intuition.library/UnlockIBase

NAME
UnlockIBase -- surrender an Intuition lock gotten by LockIBase()

SYNOPSIS
UnlockIBase(Lock)
A0

ULONG Lock;

FUNCTION

Surrenders lock gotten by LockIBase().

Calling this function when you do not own the specified lock will immediately crash the system.

INPUTS

The value returned by LockIBase() should be passed to this function, to specify which internal lock is to be freed.

Note that the parameter is passed in A0, not D0, for historical reasons.

RESULT

None

BUGS

SEE ALSO

LockIBase()

intuition.library/ViewAddress

intuition.library/ViewAddress

NAME

ViewAddress -- Returns the address of the Intuition View structure.

SYNOPSIS

ViewAddress()

FUNCTION

Returns the address of the Intuition View structure. If you want to use any of the graphics, text, or animation primitives in your Window and that primitive requires a pointer to a View, this routine will return the address of the View for you.

INPUTS

None

RESULT

Returns the address of the Intuition View structure

BUGS

SEE ALSO

graphics.library

intuition.library/ViewPortAddress

intuition.library/ViewPortAddress

NAME

ViewPortAddress -- Returns the address of a Window's ViewPort structure.

SYNOPSIS

ViewPortAddress(Window)
A0

struct Window *Window;

FUNCTION

Returns the address of the ViewPort associated with the specified Window. The ViewPort is actually the ViewPort of the Screen within which the Window is displayed. If you want to use any of the graphics, text, or animation primitives in your Window and that primitive requires a pointer to a ViewPort, you can use this call.

INPUTS

Window = pointer to the Window for which you want the ViewPort address

RESULT

Returns the address of the Intuition View structure

BUGS

SEE ALSO

graphics.library

intuition.library/WBenchToBack	intuition.library/WBenchToBack	intuition.library/WBenchToFront	intuition.library/WBenchToFront
<p>NAME WBenchToBack -- Sends the WorkBench Screen in back of all Screens.</p> <p>SYNOPSIS Success = WBenchToBack() D0</p> <pre>BOOL Success;</pre> <p>FUNCTION Causes the WorkBench Screen, if it's currently opened, to go to the background. This does not 'move' the Screen up or down, instead only affects the depth-arrangement of the Screen.</p> <p>If the WorkBench Screen was opened, this function returns TRUE, otherwise it returns FALSE.</p> <p>INPUTS None</p> <p>RESULT If the WorkBench Screen was opened, this function returns TRUE, otherwise it returns FALSE.</p> <p>BUGS</p> <p>SEE ALSO WBenchToFront(), ScreenToFront()</p>	<p>NAME WBenchToFront -- Brings the WorkBench Screen in front of all Screens.</p> <p>SYNOPSIS Success = WBenchToFront() D0</p> <pre>BOOL Success;</pre> <p>FUNCTION Causes the WorkBench Screen, if it's currently opened, to come to the foreground. This does not 'move' the Screen up or down, instead only affects the depth-arrangement of the Screen.</p> <p>If the WorkBench Screen was opened, this function returns TRUE, otherwise it returns FALSE.</p> <p>INPUTS None</p> <p>RESULT If the WorkBench Screen was opened, this function returns TRUE, otherwise it returns FALSE.</p> <p>BUGS</p> <p>SEE ALSO WBenchToBack(), ScreenToFront()</p>		

intuition.library/WindowLimits	intuition.library/WindowLimits	intuition.library/WindowToBack	intuition.library/WindowToBack
<p>NAME WindowLimits -- Set the minimum and maximum limits of the Window.</p> <p>SYNOPSIS Success = WindowLimits(Window, MinWidth, MinHeight, MaxWidth, MaxHeight) D0 A0 D0 D1 D2 D3</p> <pre>BOOL Success; struct Window *Window; SHORT MinWidth, MinHeight; USHORT MaxWidth, MaxHeight;</pre> <p>FUNCTION Sets the minimum and maximum limits of the Window's size. Until this routine is called, the Window's size limits are equal to the Window's initial size, which means that the user won't be able to size it at all. After the call to this routine, the Window will be able to be sized to any dimensions within the specified limits.</p> <p>If you don't want to change any one of the dimensions, set the limit argument for that dimension to zero. If any of the limit arguments is equal to zero, that argument is ignored and the initial setting of that parameter remains undisturbed.</p> <p>If any of the arguments is out of range (minimums greater than the current size, maximums less than the current size), that limit will be ignored, though the others will still take effect if they are in range. If any are out of range, the return value from this procedure will be FALSE. If all arguments are valid, the return value will be TRUE.</p> <p>If you want your window to be able to become "as large as possible" you may put -1 (i.e. ~0) in either or both Max arguments. But please note: screen sizes may vary for several reasons, and you must be able to handle any possible size of window you might end up with if you use this method. Note that you can use the function GetScreenData() to find out how big the screen your window appears in is. That function is particularly useful if your window is in the Workbench Screen.</p> <p>If the user is currently sizing this Window, the new limits will not take effect until after the sizing is completed.</p>	<p>NAME WindowToBack -- Ask Intuition to send this Window to the back</p> <p>SYNOPSIS WindowToBack(Window) A0</p> <p>FUNCTION This routine sends a request to Intuition asking to send the Window in back of all other Windows in the Screen.</p> <p>Note that the Window will not be depth-arranged immediately, but rather will be arranged the next time Intuition receives an input event, which happens currently at a minimum rate of ten times per second, and a maximum of sixty times a second.</p> <p>Remember that BACKDROP Windows cannot be depth-arranged.</p>	<p>INPUTS Window = pointer to the structure of the Window to be sent to the back</p> <p>RESULT None</p> <p>BUGS</p> <p>SEE ALSO MoveWindow(), SizeWindow(), WindowToFront()</p>	
<p>INPUTS Window = pointer to a Window structure MinWidth, MinHeight, MaxWidth, MaxHeight = the new limits for the size of this Window. If any of these is set to zero, it will be ignored and that setting will be unchanged.</p> <p>RESULT Returns TRUE if everything was in order. If any of the parameters was out of range (minimums greater than current size, maximums less than current size), FALSE is returned and the errant limit request is not fulfilled (though the valid ones will be).</p> <p>BUGS</p> <p>SEE ALSO GetScreenData()</p>			

intuition.library/WindowToFront

intuition.library/WindowToFront

NAME

WindowToFront -- Ask Intuition to bring this Window to the front.

SYNOPSIS

WindowToFront(Window)

FUNCTION

This routine sends a request to Intuition asking to bring the Window in front of all other Windows in the Screen.

Note that the Window will not be depth-arranged immediately, but rather will be arranged the next time Intuition receives an input event, which happens currently at a minimum rate of ten times per second, and a maximum of sixty times a second.

Remember that BACKDROP Windows cannot be depth-arranged.

INPUTS

Window = pointer to the structure of the Window to be brought to front

RESULT

None

BUGS

SEE ALSO

MoveWindow(), SizeWindow(), WindowToBack()

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layers.library/BeginUpdate

layers.library/BeginUpdate

NAME

BeginUpdate -- Prepare to repair damaged layer.

SYNOPSIS

```
result = BeginUpdate( l )
d0                      a0
```

```
BOOLEAN result;
struct Layer *l;
```

FUNCTION

Convert damage list to ClipRect list and swap in for programmer to redraw through. This routine simulates the ROM library environment. The idea is to only render in the "damaged" areas, saving time over redrawing all of the layer. The layer is locked against changes made by the layer library.

INPUTS

l - pointer to a layer

RESULTS

result - TRUE if damage list converted to ClipRect list sucessfully.
FALSE if list conversion aborted. (probably out of memory)

BUGS

If BeginUpdate returns FALSE, programmer must abort the attempt to refresh this layer and instead call EndUpdate(l, FALSE) to restore original ClipRect and damage list.

SEE ALSO

EndUpdate, graphics/layers.h, graphics/clip.h

layers.library/BehindLayer

NAME
BehindLayer -- Put layer behind other layers.

SYNOPSIS
result = BehindLayer(dummy, l)
d0 a0 al

BOOLEAN result;
LONG dummy;
struct Layer *l;

FUNCTION

Move this layer to the most behind position swapping bits
in and out of the display with other layers.
If other layers are REFRESH then collect their damage lists and
set the LAYERREFRESH bit in the Flags fields of those layers that
may be revealed. If this layer is a backdrop layer then
put this layer behind all other backdrop layers.
If this layer is NOT a backdrop layer then put in front of the
top backdrop layer and behind all other layers.

Note: this operation may generate refresh events in other layers
associated with this layer's Layer_Info structure.

INPUTS

dummy - unused
l - pointer to a layer

RESULTS

result - TRUE if operation successful
FALSE if operation unsuccessful (probably out of memory)

BUGS

SEE ALSO
graphics/layers.h, graphics/clip.h

layers.library/BehindLayer

layers.library/CreateUpfrontLayer	layers.library/CreateUpfrontLayer	layers.library/DeleteLayer	layers.library/DeleteLayer
<p>NAME CreateUpfrontLayer -- Create a new layer on top of existing layers.</p> <p>SYNOPSIS <code>result = CreateUpfrontLayer(li,bm,x0,y0,x1,y1,flags [,bm2])</code> <code>d0 a0 a1 d0 d1 d2 d3 d4 [a2]</code></p> <pre>struct Layer *result; struct Layer_Info *li; struct BitMap *bm; LONG x0,y0,x1,y1; LONG flags; struct BitMap *bm2;</pre> <p>FUNCTION Create a new Layer of position and size (x0,y0)->(x1,y1) and place it on top of all other layers. Make this layer of type found in flags if SuperBitMap, use bm2 as pointer to real SuperBitMap. and copy contents of Superbitmap into display layer.</p> <p>Note: when using SUPERBITMAP, you should also set LAYERSMART flag.</p>	<p>NAME DeleteLayer -- delete layer from layer list.</p> <p>SYNOPSIS <code>result = DeleteLayer(dummy, l)</code> <code>d0 a0, a1</code></p> <pre>BOOLEAN result; LONG dummy; struct Layer *l;</pre> <p>FUNCTION Remove this layer from the list of layers. Release memory associated with it. Restore other layers that may have been obscured by it. Trigger refresh in those that may need it. If this is a superbimap layer make sure SuperBitMap is current. The SuperBitMap is not removed from the system but is available for program use even though the rest of the layer information has been deallocated.</p>	<p>INPUTS <code>dummy</code> - unused <code>l</code> - pointer to a layer</p> <p>RESULTS <code>result</code> - TRUE if this layer successfully deleted from the system FALSE if layer not deleted. (probably out of memory)</p> <p>BUGS</p> <p>SEE ALSO <code>graphics/layers.h, graphics/clip.h</code></p>	<p>INPUTS <code>dummy</code> - unused <code>l</code> - pointer to a layer</p> <p>RESULTS <code>result</code> - TRUE if this layer successfully deleted from the system FALSE if layer not deleted. (probably out of memory)</p> <p>BUGS</p> <p>SEE ALSO <code>graphics/layers.h, graphics/clip.h, graphics/gfx.h</code></p>

layers.library/DisposeLayerInfo

NAME
DisposeLayerInfo — Return all memory for LayerInfo to memory pool

SYNOPSIS
DisposeLayerInfo(li)
 a0

 struct Layer_Info *li;

FUNCTION

return LayerInfo and any other memory attached to this LayerInfo to memory allocator.

Note: if you wish to delete the layers associated with this Layer_Info structure, remember to call DeleteLayer() for each of the layers before calling DisposeLayerInfo().

INPUTS
li - pointer to LayerInfo structure

EXAMPLE

```
-- delete the layers associated this Layer_Info structure --
DeleteLayer(li,simple_layer);
DeleteLayer(li,smart_layer);

-- see documentation on DeleteLayer about deleting SuperBitMap layers --
my_super_bitmap_ptr = super_layer->SuperBitMap;
DeleteLayer(li,super_layer);

-- now dispose of the Layer_Info structure itself --
DisposeLayerInfo(li);
```

BUGS

SEE ALSO
DeleteLayer, graphics/layers.h

layers.library/DisposeLayerInfo**layers.library/EndUpdate**

NAME
EndUpdate — remove damage list and restore state of layer to normal.

SYNOPSIS
EndUpdate(l, flag)
 a0 d0

 struct Layer *l;
 USHORT flag;

FUNCTION

After the programmer has redrawn his picture he calls this routine to restore the ClipRects to point to his standard layer tiling. The layer is then unlocked for access by the layer library.

Note: use flag = FALSE if you are only making a partial update. You may use the other region functions (graphics functions such as OrRectRegion, AndRectRegion, and XorRectRegion) to clip adjust the DamageList to reflect a partial update.

INPUTS
l - pointer to a layer
flag - use TRUE if update was completed. The damage list is cleared.
 use FALSE if update not complete. The damage list is retained.

EXAMPLE

```
-- begin update for first part of two-part refresh --
BeginUpdate(my_layer);

-- do some refresh, but not all --
my_partial_refresh_routine(my_layer);

-- end update, false (not completely done refreshing yet) --
EndUpdate(my_layer, FALSE);

-- begin update for last part of refresh --
BeginUpdate(my_layer);

-- do rest of refresh --
my_complete_refresh_routine(my_layer);

-- end update, true (completely done refreshing now) --
EndUpdate(my_layer, TRUE);
```

BUGS

SEE ALSO
BeginUpdate, graphics/layers.h, graphics/clip.h

layers.library/FattenLayerInfo	layers.library/FattenLayerInfo	layers.library/InitLayers	layers.library/InitLayers
<p>NAME FattenLayerInfo -- convert 1.0 LayerInfo to 1.1 LayerInfo OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE</p> <p>SYNOPSIS OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE FattenLayerInfo(li) a0</p> <pre>struct Layer_Info *li; OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE</pre> <p>FUNCTION V1.1 software and any later releases need to have more info in the Layer_Info structure. To do this in a 1.0 supportable manner requires allocation and deallocation of the memory whenever most layer library functions are called. To prevent unnecessary allocation/deallocation FattenLayerInfo will preallocate the necessary data structures and fake out the layer library into thinking it has a LayerInfo gotten from NewLayerInfo. NewLayerInfo is the approved method for getting this structure. When a program needs to give up the LayerInfo structure it must call ThinLayerInfo before freeing the memory. ThinLayerInfo is not necessary if New/DisposeLayerInfo are used however.</p> <p>INPUTS li - pointer to LayerInfo structure</p> <p>BUGS</p> <p>SEE ALSO NewLayerInfo, ThinLayerInfo, DisposeLayerInfo, graphics/layers.h</p>		<p>NAME InitLayers -- Initialize Layer_Info structure OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE</p> <p>SYNOPSIS OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE InitLayers(li) a0</p> <pre>struct Layer_Info *li; OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE</pre> <p>FUNCTION Initialize Layer_Info structure in preparation to use other layer operations on this list of layers. Make the Layers unlocked (open), available to layer operations.</p> <p>INPUTS li - pointer to LayerInfo structure</p> <p>BUGS</p> <p>SEE ALSO NewLayerInfo, DisposeLayerInfo, graphics/layers.h</p>	

layers.library/InstallClipRegion

NAME
InstallClipRegion -- Install clip region in layer

SYNOPSIS
oldclipregion = InstallClipRegion(l, region)
d0 a0 al

struct Region *oldclipregion;
struct Layer *l;
struct Region *region;

FUNCTION

Installs a transparent Clip region in the layer. All subsequent graphics calls will be clipped to this region. You MUST remember to call InstallClipRegion(l,NULL) before calling DeleteLayer(l) or the Intuition function CloseWindow() if you have installed a non-NULL ClipRegion in l.

INPUTS

l - pointer to a layer
region - pointer to a region

RESULTS

oldclipregion - The pointer to the previous ClipRegion that was installed. Returns NULL if no previous ClipRegion installed.

Note: If the system runs out of memory while computing the resulting ClipRects the LAYERS_CLIPRECTS_LOST bit will be set in l->Flags.

BUGS

If the system runs out of memory during normal layer operations, the ClipRect list may get swept away and not restored. As soon as there is enough memory and the layer library gets called again the ClipRect list will be rebuilt.

SEE ALSO

BeginUpdate EndUpdate,
graphics/layers.h, graphics/clip.h, graphics/regions.h

layers.library/InstallClipRegion

layers.library/LockLayer

layers.library/LockLayer

NAME

LockLayer -- Lock layer to make changes to ClipRects.

SYNOPSIS

LockLayer(dummy, l)
a0 al

LONG dummy;
struct Layer *l;

FUNCTION

Make this layer unavailable for other tasks to use.
If another task is already using this layer then wait for it to complete and then reserve the layer for your own use.
(this function does the same thing as graphics.library/LockLayerRom)

Note: if you wish to lock MORE THAN ONE layer at a time, you must call LockLayerInfo() before locking those layers and then call UnlockLayerInfo() when you have finished. This is to prevent system "deadlocks".

Further Note: while you hold the lock on a layer, Intuition will block on operations such as windowsizing, dragging, menus, and depth arranging windows in this layer's screen. It is recommended that YOU do not make Intuition function calls while the layer is locked.

INPUTS

dummy - unused
l - pointer to a layer

BUGS

SEE ALSO

UnlockLayer, LockLayerInfo, UnlockLayerInfo,
graphics.library/LockLayerRom, graphics/layers.h, graphics/clip.h

layers.library/LockLayerInfo	layers.library/LockLayerInfo	layers.library/LockLayers	layers.library/LockLayers
<p>NAME LockLayerInfo -- Lock the LayerInfo structure.</p> <p>SYNOPSIS LockLayerInfo(li) a0</p> <pre>struct Layer_Info *li;</pre> <p>FUNCTION Before doing an operation that requires the LayerInfo structure, make sure that no other task is also using the LayerInfo structure. LockLayerInfo() returns when the LayerInfo belongs to this task. There should be an UnlockLayerInfo for every LockLayerInfo.</p> <p>Note: All layer routines presently LockLayerInfo() when they start up and UnlockLayerInfo() as they exit. Programmers will need to use these Lock/Unlock routines if they wish to do something with the LayerStructure that is not supported by the layer library.</p>	<p>NAME LockLayers -- lock all layers from graphics output.</p> <p>SYNOPSIS LockLayers(li) a0</p> <pre>struct Layer_Info *li;</pre> <p>FUNCTION First calls LockLayerInfo() Make all layers in this layer list locked.</p>	<p>INPUTS li - pointer to Layer_Info structure</p> <p>BUGS</p> <p>SEE ALSO UnlockLayerInfo, <i>graphics/layers.h</i></p>	<p>INPUTS li - pointer to Layer_Info structure</p> <p>BUGS</p> <p>SEE ALSO LockLayer, LockLayerInfo, <i>graphics/layers.h</i></p>

layers.library/MoveLayer	layers.library/MoveLayer	layers.library/MoveLayerInFrontOf	layers.library/MoveLayerInFrontOf
<p>NAME MoveLayer -- Move layer to new position in BitMap.</p> <p>SYNOPSIS result = MoveLayer(dummy, l, dx, dy) d0 a0 a1 d0 d1</p> <p>BOOLEAN result; LONG dummy; struct Layer *l; LONG dx,dy;</p> <p>FUNCTION Move this layer to new position in shared BitMap. If any refresh layers become revealed, collect damage and set REFRESH bit in layer Flags.</p> <p>INPUTS dummy - unused l - pointer to a nonbackdrop layer dx - delta to add to current x position dy - delta to add to current y position</p> <p>RETURNS result - TRUE if operation successful FALSE if failed (out of memory)</p> <p>BUGS May not handle (dx,dy) which attempts to move the layer outside the layer's RastPort->BitMap bounds .</p> <p>SEE ALSO graphics/layers.h, graphics/clip.h</p>	<p>NAME MoveLayerInFrontOf-- Put layer in front of another layer.</p> <p>SYNOPSIS result = MoveLayerInFrontOf(layertomove, targetlayer) a0 a1</p> <p>BOOLEAN result; struct Layer *layertomove; struct Layer *targetlayer;</p> <p>FUNCTION Move this layer in front of target layer, swapping bits in and out of the display with other layers. If this is a refresh layer then collect damage list and set the LAYERREFRESH bit in layer->Flags if redraw required. Note: this operation may generate refresh events in other layers associated with this layer's Layer_Info structure.</p> <p>INPUTS layertomove - pointer to layer which should be moved targetlayer - pointer to target layer in front of which to move layer</p> <p>RESULTS result = TRUE if operation successful FALSE if operation unsuccessful (probably out of memory)</p> <p>BUGS</p> <p>SEE ALSO graphics/layers.h</p>		

layers.library/NewLayerInfo

NAME
NewLayerInfo -- Allocate and Initialize full Layer_Info structure.

SYNOPSIS
result = NewLayerInfo()
d0

struct Layer_Info *result;

FUNCTION
Allocate memory required for full Layer_Info structure.
Initialize Layer_Info structure in preparation to use
other layer operations on this list of layers.
Make the Layer_Info unlocked (open).

INPUTS
None

RESULT
result- pointer to Layer_Info structure if successful
NULL if not enough memory

BUGS

SEE ALSO
graphics/layers.h

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layers.library/NewLayerInfo**layers.library/ScrollLayer**

NAME
ScrollLayer -- Scroll around in a superbitmap, translate coordinates
in non-superbitmap layer.

SYNOPSIS
ScrollLayer(dummy, l, dx, dy)
a0 al d0 dl

LONG dummy;
struct Layer *l;
LONG dx,dy;

FUNCTION
For a SuperBitMap Layer:
Update the SuperBitMap from the layer display, then copy bits
between Layer and SuperBitMap to reposition layer over different
portion of SuperBitMap.
For nonSuperBitMap layers, all (x,y) pairs are adjusted by
the scroll(x,y) value in the layer. To cause (0,0) to actually
be drawn at (3,10) use ScrollLayer(-3,-10). This can be useful
along with InstallClipRegion to simulate Intuition GZZWindows
without the overhead of an extra layer.

INPUTS
dummy - unused
l - pointer to a layer
dx - delta to add to current x scroll value
dy - delta to add to current y scroll value

BUGS
May not handle (dx,dy) which attempts to move the layer ouside the
layer's SuperBitMap bounds.

SEE ALSO
graphics/layers.h

layers.library/ScrollLayer

layers.library/SizeLayer

NAME
SizeLayer -- Change the size of this nonbackdrop layer.

SYNOPSIS

```
result = SizeLayer( dummy, l, dx, dy )
d0          a0      al d0 d1
```

```
BOOLEAN result;
LONG dummy;
struct Layer *l;
LONG dx, dy;
```

FUNCTION

Change the size of this layer by (dx,dy). The lower right hand corner is extended to make room for the larger layer. If there is SuperBitMap for this layer then copy pixels into or out of the layer depending on whether the layer increases or decreases in size. Collect damage list for those layers that may need to be refreshed if damage occurred.

INPUTS

```
dummy - unused
l - pointer to a nonbackdrop layer
dx - delta to add to current x size
dy - delta to add to current y size
```

RESULTS

```
result - TRUE if operation successful
        FALSE if failed (out of memory)
```

BUGS

SEE ALSO
graphics/layers.h, graphics/clip.h

layers.library/SizeLayer**layers.library/SwapBitsRastPortClipRect**

NAME
SwapBitsRastPortClipRect -- Swap bits between common bitmap and obscured ClipRect

SYNOPSIS

```
SwapBitsRastPortClipRect( rp, cr )
a0      al
```

```
struct RastPort *rp;
struct ClipRect *cr;
```

FUNCTION

Support routine useful for those that need to do some operations not done by the layer library. Allows programmer to swap the contents of a small BitMap with a subsection of the display. This is accomplished without using extra memory. The bits in the display RastPort are exchanged with the bits in the ClipRect's BitMap.

Note: the ClipRect structures which the layer library allocates are actually a little bigger than those described in the graphics/clip.h include file. So be warned that it is not a good idea to have instances of cliprects in your code.

INPUTS

```
rp - pointer to rastport
cr - pointer to cliprect to swap bits with
```

BUGS

SEE ALSO
graphics/clip.h, graphics/rastport.h, graphics/clip.h

layers.library/ThinLayerInfo	layers.library/ThinLayerInfo	layers.library/UnlockLayer	layers.library/UnlockLayer
<p>NAME ThinLayerInfo -- convert 1.1 LayerInfo to 1.0 LayerInfo. OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE</p> <p>SYNOPSIS OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE <code>ThinLayerInfo(li)</code> <code>a0</code></p> <pre>struct Layer_Info *li; OBSOLETE OBSOLETE OBSOLETE OBSOLETE OBSOLETE</pre> <p>FUNCTION return the extra memory needed that was allocated with <code>FattenLayerInfo</code>. This is must be done prior to freeing the Layer_Info structure itself. V1.1 software should be using <code>DisposeLayerInfo</code>.</p> <p>INPUTS <code>li</code> - pointer to LayerInfo structure</p> <p>BUGS</p> <p>SEE ALSO <code>DisposeLayerInfo</code>, <code>FattenLayerInfo</code>, <code>graphics/layers.h</code></p>		<p>NAME UnlockLayer -- Unlock layer and allow graphics routines to use it.</p> <p>SYNOPSIS <code>UnlockLayer(l)</code> <code>a0</code></p> <pre>struct Layer *l;</pre> <p>FUNCTION When finished changing the ClipRects or whatever you were doing with this layer you must call <code>UnlockLayer()</code> to allow other tasks to proceed with graphic output to the layer.</p> <p>INPUTS <code>l</code> - pointer to a layer</p> <p>BUGS</p> <p>SEE ALSO <code>graphics/layers.h</code>, <code>graphics/clip.h</code></p>	

layers.library/UnlockLayerInfo	layers.library/UnlockLayerInfo	layers.library/UnlockLayers	layers.library/UnlockLayers
<p>NAME UnlockLayerInfo -- Unlock the LayerInfo structure.</p> <p>SYNOPSIS UnlockLayerInfo(li) a0 <code>struct Layer_Info *li;</code></p> <p>FUNCTION After the operation is complete that required a LockLayerInfo, unlock the LayerInfo structure so that other tasks may affect the layers.</p> <p>INPUTS <code>li</code> - pointer to the <code>Layer_Info</code> structure</p> <p>BUGS</p> <p>SEE ALSO <code>LockLayerInfo</code>, <code>graphics/layers.h</code></p>	<p>NAME UnlockLayerInfo -- Unlock the LayerInfo structure.</p> <p>SYNOPSIS UnlockLayerInfo(li) a0 <code>struct Layer_Info *li;</code></p> <p>FUNCTION After the operation is complete that required a LockLayerInfo, unlock the LayerInfo structure so that other tasks may affect the layers.</p> <p>INPUTS <code>li</code> - pointer to the <code>Layer_Info</code> structure</p> <p>BUGS</p> <p>SEE ALSO <code>LockLayerInfo</code>, <code>graphics/layers.h</code></p>	<p>NAME UnlockLayers -- Unlock all layers from graphics output. Restart graphics output to layers that have been waiting.</p> <p>SYNOPSIS UnlockLayers(li) a0 <code>struct Layer_Info *li;</code></p> <p>FUNCTION Make all layers in this layer list unlocked. Then call UnlockLayerInfo</p> <p>INPUTS <code>li</code> - pointer to the <code>Layer_Info</code> structure</p> <p>BUGS</p> <p>SEE ALSO <code>LockLayers</code>, <code>UnlockLayer</code>, <code>graphics/layers.h</code></p>	<p>NAME UnlockLayers -- Unlock all layers from graphics output. Restart graphics output to layers that have been waiting.</p> <p>SYNOPSIS UnlockLayers(li) a0 <code>struct Layer_Info *li;</code></p> <p>FUNCTION Make all layers in this layer list unlocked. Then call UnlockLayerInfo</p> <p>INPUTS <code>li</code> - pointer to the <code>Layer_Info</code> structure</p> <p>BUGS</p> <p>SEE ALSO <code>LockLayers</code>, <code>UnlockLayer</code>, <code>graphics/layers.h</code></p>

layers.library/UpfrontLayer**layers.library/UpfrontLayer**

NAME
UpfrontLayer -- Put layer in front of all other layers.

SYNOPSIS
result = UpfrontLayer(dummy, l)
do a0 al

```
BOOLEAN result;  
LONG dummy;  
struct Layer *l;
```

FUNCTION

Move this layer to the most upfront position swapping bits
in and out of the display with other layers.
If this is a refresh layer then collect damage list and
set the LAYERREFRESH bit in layer->Flags if redraw required.
By clearing the BACKDROP bit in the layers Flags you may
bring a Backdrop layer up to the front of all other layers.

Note: this operation may generate refresh events in other layers
associated with this layer's Layer_Info structure.

INPUTS

```
dummy - unused  
l - pointer to a nonbackdrop layer
```

RESULTS

```
result - TRUE if operation successful  
        FALSE if operation unsuccessful (probably out of memory)
```

BUGS

SEE ALSO
graphics/layers.h

layers.library/WhichLayer

NAME
WhichLayer -- Which Layer is this point in?

SYNOPSIS
layer = WhichLayer(li, x, y)
d0 a0 d0 d1

FUNCTION

Starting at the topmost layer check to see if this point (x,y)
occurs in this layer. If it does return the pointer to this
layer. Return NULL if there is no layer at this point.

INPUTS

```
li = pointer to LayerInfo structure  
(x,y) = coordinate in the BitMap
```

RESULTS

layer - pointer to the topmost layer that this point is in
NULL if this point is not in a layer

SEE ALSO
graphics/layers.h

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mathffp.library/SPAbs

NAME

SPAbs - obtain the absolute value of the fast floating point number

C USAGE

```
fnum2 = SPAbs(fnuml);
d0
```

FUNCTION

Accepts a floating point number and returns the absolute value of said number.

INPUTS

fnuml - floating point number

RESULT

fnum2 - floating point absolute value of fnuml

BUGS

None

SEE ALSO

LVOSPAbs, abs

mathffp.library/SPAdd**mathffp.library/SPAdd****NAME**

SPAdd - add two floating point numbers

C USAGE

```
fnum3 = SPAdd(fnum1, fnum2);  
      d1      d0
```

FUNCTION

Accepts two floating point numbers and returns the arithmetic sum of said numbers.

INPUTS

fnum1 - floating point number
fnum2 - floating point number

RESULT

fnum3 - floating point number

BUGS

None

SEE ALSO

_IVOSPAdd, faddi

mathffp.library/SPCeil**NAME**

SPCeil -- compute Ceil function of a number

SYNOPSIS

```
x = SPCeil( y );  
d0
```

float x,y;

FUNCTION

Calculate the least integer greater than or equal to x and return it.
This identity is true. Ceil(x) = -Floor(-x).

INPUTS

y -- Motorola Fast Floating Point Format Number

RESULT

x -- Motorola Fast Floating Point Format Number

BUGS**SEE ALSO**
SPFloor

mathffp.library/SPCmp**mathffp.library/SPCmp**

NAME

SPCmp - compares two floating point numbers and sets appropriate condition codes

C USAGE

```
if (SPCmp(fnum1, fnum2)) {...}
    d1    d0
```

FUNCTION

Accepts two floating point numbers and returns the condition codes set to indicate the result of said comparison. Additionally, the integer functional result is returned to indicate the result of said comparison.

INPUTS

fnum1 - floating point number
fnum2 - floating point number

RESULT

Condition codes set to reflect the following branches:

GT - fnum2 > fnum1
GE - fnum2 >= fnum1
EQ - fnum2 = fnum1
NE - fnum2 != fnum1
LT - fnum2 < fnum1
LE - fnum2 <= fnum1

Integer functional result as:

+1 => fnum1 > fnum2
-1 => fnum1 < fnum2
0 => fnum1 = fnum2

BUGS

None

SEE ALSO

_LVOSPCmp, fcmpi

mathffp.library/SPDiv

NAME

SPDiv - divide two floating point numbers

C USAGE

```
fnum3 = SPDiv(fnum1, fnum2);
        d1    d0
```

FUNCTION

Accepts two floating point numbers and returns the arithmetic division of said numbers.

INPUTS

fnum1 - floating point number
fnum2 - floating point number

RESULT

fnum3 - floating point number

BUGS

None

SEE ALSO

_LVOSPDiv, fdivi

mathffp.library/SPFix	mathffp.library/SPFix	mathffp.library/SPFloor	mathffp.library/SPFloor
<p>NAME</p> <p>SPFix - convert fast floating point number to integer</p> <p>C USAGE</p> <pre>inum = SPFix(fnum); d0</pre> <p>FUNCTION</p> <p>Accepts a floating point number and returns the truncated integer portion of said number.</p> <p>INPUTS</p> <p>fnum - floating point number</p> <p>RESULT</p> <p>inum - signed integer number</p> <p>BUGS</p> <p>None</p> <p>SEE ALSO</p> <p>_LVOSPPFix, ffixi</p>		<p>NAME</p> <p>SPFloor -- compute Floor function of a number</p> <p>SYNOPSIS</p> <pre>x = SPFloor(y); d0</pre> <pre>float x,y;</pre> <p>FUNCTION</p> <p>Calculate the largest integer less than or equal to x and return it.</p> <p>INPUTS</p> <p>y -- Motorola Fast Floating Point number</p> <p>RESULT</p> <p>x -- Motorola Fast Floating Point number</p> <p>BUGS</p> <p>SEE ALSO</p> <p>SPCeil</p>	

mathffp.library/SPFlt	mathffp.library/SPFlt	mathffp.library/SPMul	mathffp.library/SPMul
NAME		NAME	
SPFlt - convert integer number to fast floating point		SPMul - multiply two floating point numbers	
C USAGE		C USAGE	
fnum = SPFlt(inum); d0		fnum3 = SPMul(fnum1, fnum2); d1 d0	
FUNCTION		FUNCTION	
Accepts an integer and returns the converted floating point result of said number.		Accepts two floating point numbers and returns the arithmetic multiplication of said numbers.	
INPUTS		INPUTS	
inum - signed integer number		fnum1 - floating point number fnum2 - floating point number	
RESULT		RESULT	
fnum - floating point number		fnum3 - floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
_LVOSPFlt, fflti		_LVOSPMul, fmuli	

mathffp.library/SPNeg	mathffp.library/SPNeg	mathffp.library/SPSub	mathffp.library/SPSub
NAME		NAME	
SPNeg - negate the supplied floating point number		SPSub - subtract two floating point numbers	
C USAGE		C USAGE	
fnum2 = SPNeg(fnum1); d0		fnum3 = SPSub(fnum1, fnum2); d1 d0	
FUNCTION		FUNCTION	
Accepts a floating point number and returns the value of said number after having been subtracted from 0.0		Accepts two floating point numbers and returns the arithmetic subtraction of said numbers.	
INPUTS		INPUTS	
fnum1 - floating point number		fnum1 - floating point number fnum2 - floating point number	
RESULT		RESULT	
fnum2 - floating point negation of fnum1		fnum3 - floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
_LVOSPNeg, fnegi		_LVOSPSub, fsubi	

NAME

SPTst - compares a fast floating point number against the value zero (0.0) and sets the appropriate condition codes

C USAGE

```
if (!(SPTst(fnum))) [...]  
    dl
```

FUNCTION

Accepts a floating point number and returns the condition codes set to indicate the result of a comparison against the value of zero (0.0). Additionally, the integer functional result is returned.

INPUTS

fnum - floating point number

RESULT

Condition codes set to reflect the following branches:

EQ - fnum = 0.0
NE - fnum != 0.0
PL - fnum >= 0.0
MI - fnum < 0.0

Integer functional result as:

+1 => fnum > 0.0
-1 => fnum < 0.0
0 => fnum = 0.0

A
BUGS

None

SEE ALSO

LVOSPTst, ftsti

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<p>mathieeedoubbas.library/IEEEEDPAbs</p> <p>NAME <code>IEEEEDPAbs -- compute absolute value of IEEE double precision argument</code></p> <p>SYNOPSIS <code>x = IEEEEDPAbs(y);</code> <code>d0/d1 d0/d1</code></p> <p><code>double x,y;</code></p> <p>FUNCTION <code>Take the absolute value of argument y and return it to caller.</code></p> <p>INPUTS <code>y -- IEEE double precision floating point value</code></p> <p>RESULT <code>x -- IEEE double precision floating point value</code></p> <p>BUGS</p> <p>SEE ALSO</p>	<p>mathieeedoubbas.library/IEEEEDPAbs</p>
--	--

mathieeedoubbas.library/IEEEEDPAdd	mathieeedoubbas.library/IEEEEDPAdd	mathieeedoubbas.library/IEEEEDPCeil	mathieeedoubbas.library/IEEEEDPCeil
<p>NAME IEEEEDPAdd -- add one double precision IEEE number to another</p> <p>SYNOPSIS $\frac{x}{d0/d1} = \text{IEEEEDPAdd}\left(\frac{y}{d0/d1}, \frac{z}{d2/d3}\right);$ <pre>double x,y,z;</pre> </p> <p>FUNCTION Compute $x = y + z$ in IEEE double precision.</p> <p>INPUTS y -- IEEE double precision floating point value z -- IEEE double precision floating point value</p> <p>RESULT x -- IEEE double precision floating point value</p> <p>BUGS</p> <p>SEE ALSO IEEEEDPSub</p>		<p>NAME IEEEEDPCeil -- compute Ceil function of IEEE double precision number</p> <p>SYNOPSIS $\frac{x}{d0/d1} = \text{IEEEEDPCeil}\left(\frac{y}{d0/d1}\right);$ <pre>double x,y;</pre> </p> <p>FUNCTION Calculate the least integer greater than or equal to x and return it. This value may have more than 32 bits of significance. This identity is true. $\text{Ceil}(x) = -\text{Floor}(-x)$.</p> <p>INPUTS y -- IEEE double precision floating point value</p> <p>RESULT x -- IEEE double precision floating point value</p> <p>BUGS</p> <p>SEE ALSO IEEEEDPFloor</p>	

mathieeedoubbas.library/IEEEEDPCmp	mathieeedoubbas.library/IEEEEDPCmp	mathieeedoubbas.library/IEEEEDPDiv	mathieeedoubbas.library/IEEEEDPDiv
<p>NAME IEEEEDPCmp -- compare two double precision floating point numbers</p> <p>SYNOPSIS</p> <pre>c = IEEEEDPCmp(y , z); d0/d1 d2/d3</pre> <pre>double y,z; long c;</pre> <p>FUNCTION Compare y with z. Set the condition codes for less, greater, or equal. Set return value c to -1 if y<z, or +1 if y>z, or 0 if y == z.</p> <p>INPUTS y -- IEEE double precision floating point value z -- IEEE double precision floating point value</p> <p>RESULT</p> <pre>c = 1 cc = gt for (y > z) c = 0 cc = eq for (y == z) c = -1 cc = lt for (y < z)</pre> <p>BUGS</p> <p>SEE ALSO</p>		<p>NAME IEEEEDPDiv -- divide one double precision IEEE by another</p> <p>SYNOPSIS</p> <pre>x = IEEEEDPDiv(y , z); d0/d1 d2/d3</pre> <pre>double x,y,z;</pre> <p>FUNCTION Compute x = y / z in IEEE double precision.</p> <p>INPUTS y -- IEEE double precision floating point value z -- IEEE double precision floating point value</p> <p>RESULT x -- IEEE double precision floating point value</p> <p>BUGS</p> <p>SEE ALSO</p>	

mathieeedoubbas.library/IEEEDPFix

mathieeedoubbas.library/IEEEDPFix

mathieeedoubbas.library/IEEEDPFloor

NAME
 IEEEDPFix -- convert IEEE double float to integer

SYNOPSIS

```
x = IEEEFPFix( y );
d0          d0/d1
```

```
long x;
double y;
```

FUNCTION

Convert IEEE double precision argument to a 32 bit signed integer
and return result.

INPUTS

y -- IEEE double precision floating point value

RESULT

if no overflow occurred then return
 x -- 32 bit signed integer
if overflow return largest +- integer
 For round to zero

BUGS

SEE ALSO
 IEEEDPFlt

NAME
 IEEEDPFloor -- compute Floor function of IEEE double precision number

SYNOPSIS

```
x = IEEEFPFloor( y );
d0/d1          d0/d1
```

```
double x,y;
```

FUNCTION

Calculate the largest integer less than or equal to x and return it.
This value may have more than 32 bits of significance.

INPUTS

y -- IEEE double precision floating point value

RESULT

x -- IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEDPCeil

mathieeedoubbas.library/IEEEDPFlt	mathieeedoubbas.library/IEEEDPFlt	mathieeedoubbas.library/IEEEDPMul	mathieeedoubbas.library/IEEEDPMul
<p>NAME IEEEDPFlt -- convert integer to IEEE double precision number</p> <p>SYNOPSIS $x = \text{IEEEDPFlt}(y)$ $d0/d1$ $d0$</p> <pre>double x; long y;</pre> <p>FUNCTION Convert a signed 32 bit value to a double precision IEEE value and return it in d0/d1. No exceptions can occur with this function.</p> <p>INPUTS y -- 32 bit integer in d0</p> <p>RESULT x is a 64 bit double precision IEEE value</p> <p>BUGS</p> <p>SEE ALSO IEEEDPFix</p>	<p>NAME IEEEDPMul -- multiply one double precision IEEE number by another</p> <p>SYNOPSIS $x = \text{IEEEDPMul}(y, z)$ $d0/d1$ $d0/d1, d2/d3$</p> <pre>double x,y,z;</pre> <p>FUNCTION Compute $x = y * z$ in IEEE double precision.</p> <p>INPUTS y -- IEEE double precision floating point value z -- IEEE double precision floating point value</p> <p>RESULT x -- IEEE double precision floating point value</p> <p>BUGS</p> <p>SEE ALSO IEEEDPDiv</p>		

mathieeedoubbas.library/IEEEDPNeg	mathieeedoubbas.library/IEEEDPNeg	mathieeedoubbas.library/IEEEDPSub	mathieeedoubbas.library/IEEEDPSub
<p>NAME IEEEDPNeg -- compute negative value of IEEE double precision number</p> <p>SYNOPSIS $x = \text{IEEEDPNeg}(y);$ $d0/d1 \quad d0/d1$ <pre>double x,y;</pre> </p> <p>FUNCTION Invert the sign of argument y and return it to caller.</p> <p>INPUTS y -- IEEE double precision floating point value</p> <p>RESULT x -- IEEE double precision floating point value</p> <p>BUGS</p> <p>SEE ALSO</p>	<p>NAME IEEEEDPSub -- subtract one double precision IEEE number from another</p> <p>SYNOPSIS $x = \text{IEEEEDPSub}(y, z);$ $d0/d1 \quad d0/d1 \quad d2/d3$ <pre>double x,y,z;</pre> </p> <p>FUNCTION Compute $x = y - z$ in IEEE double precision.</p> <p>INPUTS y -- IEEE double precision floating point value z -- IEEE double precision floating point value</p> <p>RESULT x -- IEEE double precision floating point value</p> <p>BUGS</p> <p>SEE ALSO IEEEDPAdd</p>		

NAME

IEEEEDPTst -- compare IEEE double precision value to 0.0

SYNOPSIS

```
c = IEEEEDPTst( y );
d0/d1
```

```
double y;
long c;
```

FUNCTION

Compare y to 0.0, set the condition codes for less than, greater than, or equal to 0.0. Set the return value c to -1 if less than, to +1 if greater than, or 0 if equal to 0.0.

INPUTS

y -- IEEE double precision floating point value

RESULT

c = 1	cc = gt	for (y > 0.0)
c = 0	cc = eq	for (y == 0.0)
c = -1	cc = lt	for (y < 0.0)

BUGS**SEE ALSO**

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mathieeedoubtrans.library/IEEEPTan
mathieeedoubtrans.library/IEEEPTanh
mathieeedoubtrans.library/IEEEPTieee

mathieeedoubtrans.library/IEEEDPACos

NAME
IEEEDPACos -- compute the arc cosine of a number

SYNOPSIS
$$\frac{x}{d0/d1} = \text{IEEEDPACos}(\frac{y}{d0/d1});$$

double x,y;

FUNCTION

Compute arc cosine of y in IEEE double precision

INPUTS

y - IEEE double precision floating point value

RESULT

x - IEEE double precision floating point value

BUGS**SEE ALSO**

IEEEDPCos(), IEEEDPATan(), IEEEDPASin()

mathieeedoubtrans.library/IEEEEDPAsin

NAME
IEEEEDPAsin -- compute the arcsine of a number

SYNOPSIS
$$\frac{x}{d0/d1} = \text{IEEEEDPAsin}(\frac{y}{d0/d1})$$

double x,y;

FUNCTION
Compute the arc sine of y in IEEE double precision

INPUTS
y - IEEE double precision floating point value

RESULT
x - IEEE double precision floating point value

BUGS

SEE ALSO
IEEEEDPSin(), IEEEEDPTan(), IEEEEDPAtan()

mathieeedoubtrans.library/IEEEEDPAtan

NAME
IEEEEDPAtan -- compute the arctangent of a floating point number

SYNOPSIS
$$\frac{x}{d0/d1} = \text{IEEEEDPAtan}(\frac{y}{d0/d1})$$

double x,y;

FUNCTION
Compute arctangent of y in IEEE double precision

INPUTS
y - IEEE double precision floating point value

RESULT
x - IEEE double precision floating point value

BUGS

SEE ALSO
IEEEEDPTan(), IEEEEDPAsin(), IEEEEDPACos()

mathieeedoubtrans.library/IEEEEDPCos

NAME
IEEEEDPCos -- compute the cosine of a floating point number

SYNOPSIS
 $x = \text{IEEEEDPCos}(y);$
 $d0/d1$

double x,y;

FUNCTION
Compute cosine of y in IEEE double precision

INPUTS
y - IEEE double precision floating point value

RESULT
x - IEEE double precision floating point value

BUGS

SEE ALSO
IEEEEDPACos(), IEEEEDPSin(), IEEEEDPTan()

mathieeedoubtrans.library/IEEEEDPCosh

NAME
IEEEEDPCosh -- compute the hyperbolic cosine of a floating point number

SYNOPSIS
 $x = \text{IEEEEDPCosh}(y);$
 $d0/d1$

double x,y;

FUNCTION
Compute hyperbolic cosine of y in IEEE double precision

INPUTS
y - IEEE double precision floating point value

RESULT
x - IEEE double precision floating point value

BUGS

SEE ALSO
IEEEEDPSinh(), IEEEEDPTanh()

mathieeedoubtrans.library/IEEEEDPExp

NAME
 IEEEEDPExp -- compute the exponential of e

SYNOPSIS
$$\frac{x}{d0/dl} = \text{IEEEEDPExp}(\frac{y}{d0/dl})$$

FUNCTION
 Compute e^y in IEEE double precision

INPUTS
 y - IEEE double precision floating point value

RESULT
 x - IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEEDPLog()

mathieeedoubtrans.library/IEEEEDPFieee

NAME
 IEEEEDPFieee -- convert IEEE single to IEEE double

SYNOPSIS
$$\frac{x}{d0} = \text{IEEEEDPFieee}(\frac{y}{d0})$$

FUNCTION
 Convert IEEE single precision number to IEEE double precision.

INPUTS
 y - IEEE single precision floating point value

RESULT
 x - IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEEDPTieee()

mathieeedoubtrans.library/IEEEEDPLog

NAME
 IEEEEDPLog -- compute the natural logarithm of a floating point number

SYNOPSIS

$x = \text{IEEEEDPLog}(y)$;
 d0/dl d0/dl

 double x,y;

FUNCTION

 Compute $\ln(y)$ in IEEE double precision

INPUTS

 y - IEEE double precision floating point value

RESULT

 x - IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEEDPExp()

mathieeedoubtrans.library/IEEEEDPLog10

NAME
 IEEEEDPLog10 -- compute logarithm base 10 of a number

SYNOPSIS

$x = \text{IEEEEDPLog10}(y)$;
 d0/dl d0/dl

 double x,y;

FUNCTION

 Compute the logarithm base 10 of y in IEEE double precision

INPUTS

 y - IEEE double precision floating point value

RESULT

 x - IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEEDPLog()

mathieeedoubtrans.library/IEEEEDPPow

NAME
IEEEEDPPow -- raise a number to another number power

SYNOPSIS
$$\frac{z}{d_0/d_1} = \text{IEEEEDPPow}(\frac{x}{d_2/d_3}, \frac{y}{d_0/d_1});$$

double x,y,z;

FUNCTION
Compute y^x in IEEE double precision

INPUTS
x - IEEE double precision floating point value
y - IEEE double precision floating point value

RESULT
z - IEEE double precision floating point value

BUGS

SEE ALSO

mathieeedoubtrans.library/IEEEEDPSin

NAME
IEEEEDPSin -- compute the sine of a floating point number

SYNOPSIS
$$\frac{x}{d_0/d_1} = \text{IEEEEDPSin}(\frac{y}{d_0/d_1});$$

double x,y;

FUNCTION
Compute sine of y in IEEE double precision

INPUTS
y - IEEE double precision floating point value

RESULT
x - IEEE double precision floating point value

BUGS

SEE ALSO

IEEEEDPAsin(), IEEEEDPTan(), IEEEEDPCos()

mathieeedoubtrans.library/IEEEEDPSincos

NAME
 IEEEEDPSincos -- compute the arc tangent of a floating point number

SYNOPSIS
 $x = \text{IEEEEDPSincos}(z, y);$
 $d0/d1 = a0 \cdot d0/d1$
 double x,y,*z;

FUNCTION
 Compute sin and cosine of y in IEEE double precision.
 Store the cosine in *z. Return the sine of y.

INPUTS
 y - IEEE double precision floating point value
 z - pointer to IEEE double precision floating point number

RESULT
 x - IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEEDPSin(), IEEEEDPCos()

mathieeedoubtrans.library/IEEEEDPSinh

NAME
 IEEEEDPSinh -- compute the hyperbolic sine of a floating point number

SYNOPSIS
 $x = \text{IEEEEDPSinh}(y);$
 $d0/d1 = d0/d1$
 double x,y;

FUNCTION
 Compute hyperbolic sine of y in IEEE double precision

INPUTS
 y - IEEE double precision floating point value

RESULT
 x - IEEE double precision floating point value

BUGS

SEE ALSO
 IEEEEDPCosh, IEEEEDPTanh

mathieeedoubtrans.library/IEEEEDPSqrt

NAME
IEEEEDPSqrt -- compute the square root of a number

SYNOPSIS

```
x = IEEEEDPSqrt( y );  
d0/dl d0/dl
```

```
double x,y;
```

FUNCTION

Compute square root of y in IEEE double precision

INPUTS

y - IEEE double precision floating point value

RESULT

x - IEEE double precision floating point value

BUGS**SEE ALSO****mathieeedoubtrans.library/IEEEEDPTan**

NAME
IEEEEDPTan -- compute the tangent of a floating point number

SYNOPSIS

```
x = IEEEEDPTan( y );  
d0/dl d0/dl
```

```
double x,y;
```

FUNCTION

Compute tangent of y in IEEE double precision

INPUTS

y - IEEE double precision floating point value

RESULT

x - IEEE double precision floating point value

BUGS**SEE ALSO**

IEEEEDPTan(), IEEEEDPSin(), IEEEEDPCos()

mathieeedoubtrans.library/IEEEEDPTanh

NAME
IEEEEDPTanh -- compute the hyperbolic tangent of a floating point number

SYNOPSIS

```
x = IEEEEDPTanh( y );  
d0/dl           d0/dl
```

```
double x,y;
```

FUNCTION

Compute hyperbolic tangent of y in IEEE double precision

INPUTS

y - IEEE double precision floating point value

RESULT

x - IEEE double precision floating point value

BUGS**SEE ALSO**

IEEEEDPSinh(), IEEEEDPCosh()

mathieeedoubtrans.library/IEEEEDPTieee

NAME
IEEEEDPTieee -- convert IEEE double to IEEE single

SYNOPSIS

```
x = IEEEEDPTieee( y );  
d0           d0/dl
```

```
double y;  
float x;
```

FUNCTION

Convert IEEE double precision number to IEEE single precision.

INPUTS

y - IEEE double precision floating point value

RESULT

x - IEEE single precision floating point value

BUGS**SEE ALSO**

IEEEEDPFieee()

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 mathtrans.library/SPPow
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 mathtrans.library/SPSinh
 mathtrans.library/SPSqrt
 mathtrans.library/SPTan
 mathtrans.library/SPTanh
 mathtrans.library/SPTiieee

mathtrans.library/SPACos

mathtrans.library/SPACos

NAME

SPACos - obtain the arccosine of the floating point number

SYNOPSIS

```
fnum2 = SPACos(fnum1);
          d0.1
float fnum2;
float fnum1;
```

FUNCTION

Accepts a floating point number representing the cosine of an angle and returns the value of said angle in radians

INPUTS

fnum1 - Motorola fast floating point number

RESULT

fnum2 - Motorola fast floating point number

BUGS

None

SEE ALSO

SPSin

mathtrans.library/SPAsin	mathtrans.library/SPAsin	mathtrans.library/SPAtan	mathtrans.library/SPAtan
NAME		NAME	
SPAsin - obtain the arcsine of the floating point number		SPAtan - obtain the arctangent of the floating point number	
SYNOPSIS		SYNOPSIS	
<pre>fnum2 = SPAsin(fnuml); d0.1 float fnum2; float fnuml;</pre>		<pre>fnum2 = SPAtan(fnuml); d0.1 float fnum2; float fnuml;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number representing the sine of an angle and returns the value of said angle in radians		Accepts a floating point number representing the tangent of an angle and returns the value of said angle in radians	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number		fnuml - Motorola fast floating point number	
RESULT		RESULT	
fnum2 - Motorola fast floating point number		fnum2 - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPCos		SPTan	

mathtrans.library/SPCos	mathtrans.library/SPCos	mathtrans.library/SPCosh	mathtrans.library/SPCosh
NAME		NAME	
SPCos - obtain the cosine of the floating point number		SPCosh - obtain the hyperbolic cosine of the floating point number	
SYNOPSIS		SYNOPSIS	
<pre>fnum2 = SPCos(fnuml); d0.1 float fnum2; float fnuml;</pre>		<pre>fnum2 = SPCosh(fnuml); d0.1 float fnum2; float fnuml;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number representing an angle in radians and returns the cosine of said angle.		Accepts a floating point number representing an angle in radians and returns the hyperbolic cosine of said angle.	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number		fnuml - Motorola fast floating point number	
RESULT		RESULT	
fnum2 - Motorola fast floating point number		fnum2 - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPACOS		SPSinh	

mathtrans.library/SPExp	mathtrans.library/SPExp	mathtrans.library/SPFieee	mathtrans.library/SPFieee
NAME		NAME	
SPExp - obtain the exponential (e**x) of the floating point number		SPFieee - convert single precision ieee to FFP number	
SYNOPSIS		SYNOPSIS	
<pre>fnum2 = SPExp(fnuml); d0.1 float fnum2; float fnuml;</pre>		<pre>fnum = SPFieee(ieeenum); d0.1 float fnum; float ieeenum;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number and returns the value of e raised to the fnuml power		Accepts a standard single precision format returns the same number, converted to Motorola fast floating point number	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number		ieeenum - IEEE Single Precision Floating Point	
RESULT		RESULT	
fnum2 - Motorola fast floating point number		fnum - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPIlog		SPTieee	

mathtrans.library/SPLog	mathtrans.library/SPLog	mathtrans.library/SPLog10	mathtrans.library/SPLog10
NAME		NAME	
SPLog - obtain the natural logarithm of the floating point number		SPLog10 - obtain the naperian logarithm(base 10) of the floating point number	
SYNOPSIS		SYNOPSIS	
<pre>fnum2 = SPLog(fnuml); d0.1 float fnum2; float fnuml;</pre>		<pre>fnum2 = SPLog10(fnuml); d0.1 float fnum2; float fnuml;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number and returns the natural logarithm (base e) of said number		Accepts a floating point number and returns the naperian logarithm (base 10) of said number	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number		fnuml - Motorola fast floating point number	
RESULT		RESULT	
fnum2 - Motorola fast floating point number		fnum2 - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPExp		SPExp, SpLog	

mathtrans.library/SPPow	mathtrans.library/SPPow	mathtrans.library/SPSin	mathtrans.library/SPSin
NAME		NAME	
SPPow - raise a number to a power		SPSin - obtain the sine of the floating point number	
SYNOPSIS		SYNOPSIS	
<pre>result = SPPow(fnuml, fnum2); dl.1 do.1 float fnuml, fnum2; float result;</pre>		<pre>fnum2 = SPSin(fnuml); do.1 float fnum2; float fnuml;</pre>	
FUNCTION		FUNCTION	
Accepts two floating point numbers and returns the result of fnum2 raised to the fnuml power		Accepts a floating point number representing an angle in radians and returns the sine of said angle.	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number fnum2 - Motorola fast floating point number		fnuml - Motorola fast floating point number	
RESULT		RESULT	
result - Motorola fast floating point number		fnum2 - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPExp, SPLog		SPAsin	

mathtrans.library/SPSincos	mathtrans.library/SPSincos	mathtrans.library/SPSinh	mathtrans.library/SPSinh
NAME		NAME	
SPSincos - obtain the sine and cosine of a number		SPSinh - obtain the hyperbolic sine of the floating point number	
SYNOPSIS		SYNOPSIS	
<pre>fnum3 = SPSincos(pfnum2, fnuml); dl.1, d0.1 float *pfnum2; float fnuml; float fnum3;</pre>		<pre>fnum2 = SPSinh(fnuml); d0.1 float fnum2; float fnuml;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number (fnuml) representing an angle in radians and a pointer to another floating point number (pfnum2). It computes the cosine and places it in *pfnum2. It computes the sine and returns it as a result.		Accepts a floating point number representing an angle in radians and returns the hyperbolic sine of said angle.	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number pfnum2 - pointer to Motorola fast floating point number		fnuml - Motorola fast floating point number	
RESULT		RESULT	
*pfnum2 - Motorola fast floating point number (cosine) fnum3 - Motorola fast floating point number (sine)		fnum2 - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPSin, SPCos		SPCos	

mathtrans.library/SPSqrt	mathtrans.library/SPSqrt	mathtrans.library/SPTan	mathtrans.library/SPTan
NAME		NAME	
SPSqrt - obtain the square root of the floating point number		SPTan - obtain the tangent of the floating point number	
SYNOPSIS		SYNOPSIS	
<pre>fnum2 = SPSqrt(fnuml); d0.1 float fnum2; float fnuml;</pre>		<pre>fnum2 = SPTan(fnuml); d0.1 float fnum2; float fnuml;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number and returns the square root of said number		Accepts a floating point number representing an angle in radians and returns the tangent of said angle.	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number		fnuml - Motorola fast floating point number	
RESULT		RESULT	
fnum2 - Motorola fast floating point number		fnum2 - Motorola fast floating point number	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPPow, SPMul		SPAtan	

mathtrans.library/SPTanh	mathtrans.library/SPTanh	mathtrans.library/SPTieee	mathtrans.library/SPTieee
NAME		NAME	
SPTanh - obtain the hyperbolic tangent of the floating point number		SPTieee - convert FFP number to single precision ieee	
SYNOPSIS		SYNOPSIS	
<pre>fnum2 = SPTanh(fnuml); d0.1 float fnum2; float fnuml;</pre>		<pre>ieeenum = SPTieee(fnum); d0.1 float ieeenum; float fnum;</pre>	
FUNCTION		FUNCTION	
Accepts a floating point number representing an angle in radians and returns the hyperbolic tangent of said angle.		Accepts a Motorola fast floating point number and returns the same number, converted into IEEE standard single precision format	
INPUTS		INPUTS	
fnuml - Motorola fast floating point number		fnum - Motorola fast floating point number	
RESULT		RESULT	
fnum2 - Motorola fast floating point number		ieeenum - IEEE Single Precision Floating Point	
BUGS		BUGS	
None		None	
SEE ALSO		SEE ALSO	
SPSinh, SPCosh		SPFieee	

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translator.library/Translate

translator.library/Translate

translator.library/Translate

NAME

Translate - Converts an English string into phonemes

SYNOPSIS

```
rtnCode = Translate(instring, inlen, outbuf, outlen)
D0      A0      D0      A1      D1
```

```
LONG Translate(APTR, LONG, APTR, LONG);
```

FUNCTION

The translate function converts an English string into a string of phonetic codes suitable as input to the narrator device.

INPUTS

instring	- pointer to English string
inlen	- length of English string
outbuf	- a char array which will hold the phonetic codes
outlen	- the length of the output array

RESULTS

rtnCode -

Translate will return a zero if no error has occurred. The only error that can occur is overflowing the output buffer. If Translate determines that an overflow will occur, it will stop the translation at a word boundary before the overflow happens. If this occurs, Translate will return a negative number whose absolute value indicates where in the INPUT string Translate stopped. The user can then use the offset -rtnCode from the beginning of the buffer in a subsequent Translate call to continue the translation where s/he left off.

BUGS

SEE ALSO

Section B

Device Summaries

This section contains summaries for the device calls that are built into the Amiga operating system software. These documents have been automatically extracted from the original source code and are often called **autodocs**.

Devices are based on the library concept mentioned in Section A. Libraries generally provide a set of usable functions. Devices usually are hardware independent mechanisms for talking to some sort of physical media (such as a disk drive or serial port). Devices often have their own independent tasks, and can perform asynchronous operations even when the task that called them is busy.

Devices are described fully in the *Amiga ROM Kernel Manual: Libraries and Devices*. Only a brief introduction will be given here.

The following is a partial list of the devices that are currently part of the Amiga software:

Device Names

audio.device	narrator.device
clipboard.device	parallel.device
console.device	printer.device
gameport.device	serial.device
input.device	timer.device
keyboard.device	trackdisk.device

Devices are more complex to use than libraries. Opening a device requires:

- o A message port (**MsgPort**). This structure is used for inter-task communication. Ports may be created with the amiga.lib/CreatePort() function (see Section F).
- o An I/O Request (**IORequest**). This special structure, plus any extensions, is your sole source of communication with the device. Commands and data (or data pointers) are placed in this structure and sent off to the device. The exact format of this structure is defined in the “exec/io.h” include file in Section D. An IORequest is typically created with the amiga.lib/CreateExtIO() function (see Section F).
- o The name of the device for the exec **OpenDevice()** call. The actual device may exist in ROM or on disk. This is transparent to the application programmer.

Opening the device prepares the **IORequest** for use. The request will be tied to the one and only device that initialized it. Commands may be placed in the **io_Command** field, then the request may be sent to the device. There are two primary options for starting I/O:

- o **DoIO()** - An exec call that does the I/O, and returns after it has finished (this is “synchronous I/O”), and is the easiest option to use.
- o **SendIO()** - An exec call that starts the I/O, but returns immediately (“asynchronous I/O”). The device will complete its job while the calling task continues to run. Before reusing the I/O Request, you must wait for the I/O to finish (multiple pending requests are possible with multiple **IORequest** structures).

When you have finished using a device, a call to **CloseDevice()** completes the transaction. For those programs using asynchronous I/O, any outstanding requests must have already been completed. This can be done by a **WaitIO()**, or by forcing termination with an **AbortIO()/WaitIO()** pair.

```

/*
 * A complete example of using the trackdisk.device.
 * This moves the heads from track 0 to 79 and back.
 *
 */
#include "exec/types.h"
#include "devices/trackdisk.h"
#include "libraries/dos.h"
/* #include "proto/exec.h" */
/* #include "functions.h" */

struct MsgPort *CreatePort(); /* Declare return types */
struct IORequest *CreateExtIO();
void DeletePort();
void DeleteExtIO();

struct MsgPort *trackport; /* Storage for pointers */
struct IOExtTD *trackIO;
short openerror; /* flag */

void cleanexit(returncode)
int returncode;
{
    printf("openerror =%d\n", openerror);
    printf("trackIO =%lx\n", trackIO);
    printf("trackport =%lx\n", trackport);
    printf("io_Error =%d\n", trackIO->iotd_Req.io_Error);

    if(!openerror) CloseDevice(trackIO);
    if(trackIO) DeleteExtIO(trackIO,(long)sizeof(struct IOExtTD));
    if(trackport) DeletePort(trackport);

    exit(returncode);
}

void main()
{
    trackport=CreatePort(0L,0L);
    if(!trackport)
        cleanexit(RETURN_FAIL);
    trackIO=(struct IOExtTD *)
        CreateExtIO(trackport,(long)sizeof(struct IOExtTD));
    if(!trackIO)
        cleanexit(RETURN_FAIL+1);
    if(openerror=OpenDevice("trackdisk.device",0L,trackIO,0L))
        cleanexit(RETURN_FAIL+2);

    trackIO->iotd_Req.io_Command=TD_SEEK; /* command */

    trackIO->iotd_Req.io_Offset =0L; /* out */
    printf("1\n");
    DoIO(trackIO);
    trackIO->iotd_Req.io_Offset =79*11*2*512L; /* in */
    printf("2\n");
    DoIO(trackIO);
    trackIO->iotd_Req.io_Offset =0L; /* out */
    printf("3\n");
    DoIO(trackIO);
    trackIO->iotd_Req.io_Offset =79*11*2*512L; /* in */
    printf("4\n");
    DoIO(trackIO);

    cleanexit(RETURN_OK);
}

```

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audio.device/ADCMOD_WAITCYCLE
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audio.device/CMD_START
audio.device/CMD_STOP
audio.device/CMD_UPDATE
audio.device/CMD_WRITE
audio.device/OpenDevice

audio.device/CloseDevice

NAME
CloseDevice - terminate access to the audio device

SYNOPSIS
CloseDevice(iORequest);
 A1

FUNCTION

The CloseDevice routine notifies the audio device that it will no longer be used. It takes an I/O audio request block (IOAudio) and clears the device pointer (io_Device). If there are any channels allocated with the same allocation key (ioa_AllocKey), CloseDevice frees (ADCMD_FREE) them. CloseDevice decrements the open count, if the count falls to zero, and the system needs memory, the device is expunged.

INPUTS

iORequest - pointer to audio request block (struct IOAudio)
io_Device - pointer to device node, must be set by (or copied from I/O block set by) open (OpenDevice)
io_Unit - bit map of channels to free (ADCMD_FREE) (bits 0 thru 3 correspond to channels 0 thru 3)
ioa_AllocKey - allocation key, used to free channels

OUTPUTS

iORequest - pointer to audio request block (struct IOAudio)
io_Device - set to -1
io_Unit - set to zero

audio.device/ADCMD_ALLOCATE

NAME
ADCMD_ALLOCATE — allocate a set of audio channels

FUNCTION

ADCMD_ALLOCATE is a command that allocates multiple audio channels. ADCMD_ALLOCATE takes an array of possible channel combinations (ioa_Data) and an allocation precedence (ln_Pri) and tries to allocate one of the combinations of channels.

If the channel combination array is zero length (ioa_Length), the allocation succeeds; otherwise, ADCMD_ALLOCATE checks each combination, one at a time, in the specified order, to find one combination that does not require ADCMD_ALLOCATE to steal allocated channels.

If it must steal allocated channels, it uses the channel combination that steals the lowest precedence channels.

ADCMD_ALLOCATE cannot steal a channel of equal or greater precedence than the allocation precedence (ln_Pri).

If it fails to allocate any channel combination and the no-wait flag (ADIOF_NOWAIT) is set ADCMD_ALLOCATE returns a zero in the unit field of the I/O request (io_Unit) and an error (IOERR_ALLOCFAILED). If the no-wait flag is clear, it places the I/O request in a list that tries to allocate again whenever ADCMD_FREE frees channels or ADCMD_SETPREC lowers the channels' precedences.

If the allocation is successful, ADCMD_ALLOCATE checks if any channels are locked (ADCMD_LOCK) and if so, replies (ReplyMsg) the lock I/O request with an error (ADIOERR_CHANNELSTOLEN). Then it places the allocation I/O request in a list waiting for the locked channels to be freed. When all the allocated channels are un-locked, ADCMD_ALLOCATE:
. resets (CMD_RESET) the allocated channels,
. generates a new allocation key (ioa_AllocKey), if it is zero,
. copies the allocation key into each of the allocated channels
. copies the allocation precedence into each of the allocated channels, and
. copies the channel bit map into the unit field of the I/O request.

If channels are allocated with a non-zero allocation key, ADCMD_ALLOCATE allocates with that same key; otherwise, it generates a new and unique key.

ADCMD_ALLOCATE is synchronous:

- . if the allocation succeeds and there are no locked channels to be stolen, or
- . if the allocation fails and the no-wait flag is set.
- . if the allocation fails and the no-wait flag is set.

In either case, ADCMD_ALLOCATE only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear; otherwise, the allocation is asynchronous, so it clears the quick flag and replies the I/O request after the allocation is finished. If channels are stolen, all audio device commands return an error (IOERR_NOALLOCATION) when the former user tries to use them again. Do not use ADCMD_ALLOCATE in interrupt code.

If you decide to store directly to the audio hardware registers, you must either lock the channels you've allocated, or set the precedence to maximum (ADALLOC_MAXPREC) to prevent the channels from being stolen.

Under all circumstances, unless channels are stolen, you must free (ADCMD_FREE) all allocated channels when you are finished using them.

INPUTS

ln_Pri - allocation precedence (-128 thru 127)
mn_ReplyPort - pointer to message port that receives I/O request after the allocation completes is asynchronous or quick flag (ADIOF_QUICK) is set

io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function

io_Command - command number for ADCMD_ALLOCATE

io_Flags - flags, must be cleared if not used:

- **IOF_QUICK** - (CLEAR) reply I/O request
- (SET) only reply I/O request only if asynchronous (see above text)

ADIOF_NOWAIT - (CLEAR) if allocation fails, wait till it succeeds

- (SET) if allocation fails, return error (ADIOERR_ALLOCFAILED)

ioa_AllocKey - allocation key, zero to generate new key; otherwise, it must be set by (or copied from I/O block set by) OpenDevice function or previous ADCMD_ALLOCATE command

ioa_Data - pointer to channel combination options (byte array, bits 0 thru 3 correspond to channels 0 thru 3)

ioa_Length - length of the channel combination option array (0 thru 16, 0 always succeeds)

OUTPUTS

io_Unit - bit map of successfully allocated channels (bits 0 thru 3 correspond to channels 0 thru 3)

io_Flags - IOF_QUICK flag cleared if asynchronous (see above text)

io_Error - error number:

- 0 - no error
- ADIOERR_ALLOCFAILED - allocation failed

ioa_AllocKey - allocation key, set to a unique number if passed a zero and command succeeds

audio.device/ADCMD_FINISH audio.device/command/ADCMD_FINISH

NAME
ADCMD_FINISH -- abort writes in progress to audio channels

FUNCTION
ADCMD_FINISH is a command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct and there is a write (CMD_WRITE) in progress, ADCMD_FINISH aborts the current write immediately or at the end of the current cycle depending on the sync flag (ADIOF_SYNCCYCLE). If the allocation key is incorrect ADCMD_FINISH returns an error (ADIOERR_NOALLOCATION). ADCMD_FINISH is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use ADCMD_FINISH in interrupt code at interrupt level 5 or higher.

INPUTS

mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear

io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function

io_Unit - bit map of channels to finish (bits 0 thru 3 correspond to channels 0 thru 3)

io_Command - command number for ADCMD_FINISH

io_Flags - flags, must be cleared if not used:

- **IOF_QUICK** - (CLEAR) reply I/O request
- **ADIOF_SYNCCYCLE** - (CLEAR) finish immediately
- (SET) finish at the end of current cycle

ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command

OUTPUTS

io_Unit - bit map of channels successfully finished (bits 0 thru 3 correspond to channels 0 thru 3)

io_Error - error number:

- 0 - no error
- ADIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel

audio.device/ADCMD_FREE	audio.device/command/ADCMD_FREE	audio.device/ADCMD_LOCK	audio.device/command/ADCMD_LOCK
<p>NAME ADCMD_FREE -- free audio channels for allocation</p> <p>FUNCTION ADCMD_FREE is a command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, ADCMD_FREE does the following: <ul style="list-style-type: none"> . restores the channel to a known state (CMD_RESET), . changes the channels allocation key, and . makes the channel available for re-allocation. . If the channel is locked (ADCMD_LOCK) ADCMD_FREE unlocks it and clears the bit for the channel (io_Unit) in the lock I/O request. If the lock I/O request has no channel bits set ADCMD_FREE replies the lock I/O request, and . checks if there are allocation requests (ADCMD_ALLOCATE) waiting for the channel. Otherwise, ADCMD_FREE returns an error (AUDIOERR_NOALLOCATION). ADCMD_FREE is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use ADCMD_FREE in interrupt code.</p> <p>INPUTS</p> <p>mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear</p> <p>io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function</p> <p>io_Unit - bit map of channels to free (bits 0 thru 3 correspond to channels 0 thru 3)</p> <p>io_Command - command number for ADCMD_FREE</p> <p>io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request</p> <p>ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command</p> <p>OUTPUTS</p> <p>io_Unit - bit map of channels successfully freed (bits 0 thru 3 correspond to channels 0 thru 3)</p> <p>io_Error - error number: 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel</p>		<p>NAME ADCMD_LOCK -- prevent audio channels from being stolen</p> <p>FUNCTION ADCMD_LOCK is a command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, ADCMD_LOCK locks the channel, preventing subsequent allocations (ADCMD_ALLOCATE or OpenDevice) from stealing the channel. Otherwise, ADCMD_LOCK returns an error (AUDIOERR_NOALLOCATION) and will not lock any channels.</p> <p>Unlike setting the precedence (ADCMD_SETPREC, ADCMD_ALLOCATE or OpenDevice) to maximum (ADALLOC_MAXPREC) which would cause all subsequent allocations to fail, ADCMD_LOCK causes all higher precedence allocations, even no-wait (ADIOF_NOWAIT) allocations, to wait until the channels are un-locked.</p> <p>Locked channels can only be unlocked by freeing them (ADCMD_FREE), which clears the channel select bits (io_Unit). ADCMD_LOCK does not reply the I/O request (mn_ReplyPort) until all the channels it locks are freed, unless a higher precedence allocation attempts to steal one of the locked channels. If a steal occurs, ADCMD_LOCK replies and returns an error (AUDIOERR_CHANNELSTOLEN). If the lock is replied (mn_ReplyPort) with this error, the channels should be freed as soon as possible. To avoid a possible deadlock, never make the freeing of stolen channels dependent on another allocations completion.</p> <p>ADCMD_LOCK is only asynchronous if the allocation key is correct, in which case it clears the quick flag (IOF_QUICK); otherwise, it is synchronous and only replies if the quick flag (IOF_QUICK) is clear. Do not use ADCMD_LOCK in interrupt code.</p> <p>INPUTS</p> <p>mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear</p> <p>io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function</p> <p>io_Unit - bit map of channels to lock (bits 0 thru 3 correspond to channels 0 thru 3)</p> <p>io_Command - command number for ADCMD_LOCK</p> <p>io_Flags - flags, must be cleared</p> <p>ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command</p> <p>OUTPUTS</p> <p>io_Unit - bit map of successfully locked channels (bits 0 thru 3 correspond to channels 0 thru 3) not freed (ADCMD_FREE)</p> <p>io_Flags - IOF_QUICK flag cleared if the allocation key is correct (no AUDIOERR_NOALLOCATION error)</p> <p>io_Error - error number: 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel AUDIOERR_CHANNELSTOLEN - allocation attempting to steal locked channel</p>	

<p>audio.device/ADCMD_PERVOL</p> <p>NAME ADCMD_PERVOL -- change the period and volume for writes in progress to audio channels</p> <p>FUNCTION ADCMD_PERVOL is a command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct and there is a write (CMD_WRITE) in progress, ADCMD_PERVOL loads a new volume and period immediately or at the end of the current cycle depending on the sync flag (ADIOF_SYNC_CYCLE). If the allocation key is incorrect, ADCMD_PERVOL returns an error (AUDIOERR_NOALLOCATION). ADCMD_PERVOL is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use ADCMD_PERVOL in interrupt code at interrupt level 5 or higher.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to load period and volume (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for ADCMD_PERVOL io_Flags - flags, must be cleared if not used: <ul style="list-style-type: none"> IOF_QUICK - (CLEAR) reply I/O request ADIOF_SYNC_CYCLE - (CLEAR) load period and volume immediately (SET) load period and volume at the end of the current cycle ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command ioa_Period - new sample period in 279.365 ns increments (124 thru 65536, anti-aliasing filter works below 300 to 500 depending on waveform) ioa_Volume - new volume (0 thru 64, linear) <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channels that successfully loaded period and volume (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: <ul style="list-style-type: none"> 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel 	<p>audio.device/ADCMD_SETPREC</p> <p>NAME ADCMD_SETPREC -- set the allocation precedence for audio channels</p> <p>FUNCTION ADCMD_SETPREC is a command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, ADCMD_SETPREC sets the allocation precedence to a new value (ln_Pri) and checks if there are allocation requests (ADCMD_ALLOCATE) waiting for the channel which now have higher precedence; otherwise, ADCMD_SETPREC returns an error (AUDIOERR_NOALLOCATION). ADCMD_SETPREC is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use ADCMD_SETPREC in interrupt code.</p> <p>INPUTS</p> <ul style="list-style-type: none"> in_Pri - new allocation precedence (-128 thru 127) mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to set precedence (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for ADCMD_SETPREC io_Flags - flags, must be cleared if not used: <ul style="list-style-type: none"> IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channels that successfully set precedence (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: <ul style="list-style-type: none"> 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel
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<p>audio.device/ADCMD_WAITCYCLE</p> <p>NAME ADCMD_WAITCYCLE -- wait for an audio channel to complete the current cycle of a write</p> <p>FUNCTION ADCMD_WAITCYCLE is a command for a single audio channel (io_Unit). If the allocation key (ioa_AllocKey) is correct and there is a write (CMD_WRITE) in progress on selected channel, ADCMD_WAITCYCLE does not reply (mn_ReplyPort) until the end of the current cycle. If there is no write in progress, ADCMD_WAITCYCLE replies immediately. If the allocation key is incorrect, ADCMD_WAITCYCLE returns an error (ADIOERR_NOALLOCATION). ADCMD_WAITCYCLE returns an error (IOERR_ABORTED) if it is canceled (AbortIO) or the channel is stolen (ADCMD_ALLOCATE). ADCMD_WAITCYCLE is only asynchronous if it is waiting for a cycle to complete, in which case it clears the quick flag (IOF_QUICK); otherwise, it is synchronous and only replies if the quick flag (IOF_QUICK) is clear. Do not use ADCMD_WAITCYCLE in interrupt code at interrupt level 5 or higher.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request, if the quick flag (IOF_QUICK) is clear, or if a write is in progress on the selected channel and a cycle has completed io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channel to wait for cycle (bits 0 thru 3 correspond to channels 0-thru 3), if more than one bit is set lowest bit number channel is used io_Command - command number for CMD_WAITCYCLE io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request (SET) only reply I/O request if a write is in progress on the selected channel and a cycle has completed ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channel that successfully waited for cycle (bits 0 thru 3 correspond to channels 0 thru 3) io_Flags - IOF_QUICK flag cleared if a write is in progress on the selected channel io_Error - error number: 0 - no error IOERR_ABORTED - canceled (AbortIO) or channel stolen ADIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel 	<p>audio.device/CMD_CLEAR audio.device/command/CMD_CLEAR</p> <p>NAME CMD_CLEAR -- throw away internal caches</p> <p>FUNCTION CMD_CLEAR is a standard command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, CMD_CLEAR does nothing; otherwise, CMD_CLEAR returns an error (ADIOERR_NOALLOCATION). CMD CLEAR is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request after if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to clear (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for CMD_CLEAR io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channels successfully cleared (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: 0 - no error ADIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel
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audio.device/CMD_FLUSH	audio.device/command/CMD_FLUSH	audio.device/CMD_READ	audio.device/command/CMD_READ
<p>NAME CMD_FLUSH -- cancel all pending I/O</p> <p>FUNCTION CMD_FLUSH is a standard command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, CMD_FLUSH aborts all writes (CMD_WRITE) in progress or queued and any I/O requests waiting to synchronize with the end of the cycle (ADCMD_WAITCYCLE); otherwise, CMD_FLUSH returns an error (AUDIOERR_NOALLOCATION). CMD_FLUSH is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use CMD_FLUSH in interrupt code at interrupt level 5 or higher.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to flush (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for CMD_FLUSH io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channels successfully flushed (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: <ul style="list-style-type: none"> 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel 	<p>NAME CMD_READ -- normal I/O entry point</p> <p>FUNCTION CMD_READ is a standard command for a single audio channel (io_Unit). If the allocation key (ioa_AllocKey) is correct, CMD_READ returns a pointer (io_Data) to the I/O block currently writing (CMD_WRITE) on the selected channel; otherwise, CMD_READ returns an error (AUDIOERR_NOALLOCATION). If there is no write in progress, CMD_READ returns zero. CMD_READ is synchronous and only replies (mn_ReplyPort) if the quick bit (IOF_QUICK) is clear.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request after if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channel to read (bit 0 thru 3 corresponds to channel 0 thru 3), if more than one bit is set lowest bit number channel read io_Command - command number for CMD_READ io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channel successfully read (bit 0 thru 3 corresponds to channel 0 thru 3) io_Error - error number: <ul style="list-style-type: none"> 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel ioa_Data - pointer to I/O block for current write, zero if none is progress 		

audio.device/CMD_RESET	audio.device/command/CMD_RESET	audio.device/CMD_START	audio.device/command/CMD_START
<p>NAME CMD_RESET -- restore device to a known state</p> <p>FUNCTION CMD_RESET is a standard command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, CMD_RESET: <ul style="list-style-type: none"> . clears the hardware audio registers and attach bits, . sets the audio interrupt vector, . cancels all pending I/O (CMD_FLUSH), and . un-stops the channel if it is stopped (CMD_STOP), <p>Otherwise, CMD_RESET returns an error (AUDIOERR_NOALLOCATION). CMD_RESET is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use CMD_RESET in interrupt code at interrupt level 5 or higher.</p> </p>	<p>NAME CMD_START -- start device processing (like ^Q)</p> <p>FUNCTION CMD_START is a standard command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct and the channel was previously stopped (CMD_STOP), CMP_START immediately starts all writes (CMD_WRITE) to the channel. If the allocation key is incorrect, CMD_START returns an error (AUDIOERR_NOALLOCATION). CMD_START starts multiple channels simultaneously to minimize distortion if the channels are playing the same waveform and their outputs are mixed. CMD_START is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use CMD_START in interrupt code at interrupt level 5 or higher.</p>	<p>INPUTS mn_ReplyPort - pointer to message port that receives I/O request if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to reset (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for CMD_RESET io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command</p> <p>OUTPUTS io_Unit - bit map of channels successfully reset (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel</p>	<p>INPUTS mn_ReplyPort - pointer to message port that receives I/O request after if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to start (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for CMD_START io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command</p> <p>OUTPUTS io_Unit - bit map of channels successfully started (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel</p>

<p>audio.device/CMD_STOP</p> <p>NAME CMD_STOP -- stop device processing (like '^S')</p> <p>FUNCTION CMD_STOP is a standard command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, CMD_STOP immediately stops any writes (CMD_WRITE) in progress; otherwise, CMD_STOP returns an error (AUDIOERR_NOALLOCATION). CMD_WRITE queues up writes to a stopped channel until CMD_START starts the channel or CMD_RESET resets the channel. CMD_STOP is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear. Do not use CMD_STOP in interrupt code at interrupt level 5 or higher.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request after if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to stop (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for CMD_STOP io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channels successfully stopped (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: <ul style="list-style-type: none"> 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel 	<p>audio.device/command/CMD_STOP</p> <p>NAME CMD_UPDATE -- force dirty buffers out</p> <p>FUNCTION CMD_UPDATE is a standard command for multiple audio channels. For each selected channel (io_Unit), if the allocation key (ioa_AllocKey) is correct, CMD_UPDATE does nothing; otherwise, CMD_UPDATE returns an error (AUDIOERR_NOALLOCATION). CMD_UPDATE is synchronous and only replies (mn_ReplyPort) if the quick flag (IOF_QUICK) is clear.</p> <p>INPUTS</p> <ul style="list-style-type: none"> mn_ReplyPort - pointer to message port that receives I/O request after if the quick flag (IOF_QUICK) is clear io_Device - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function io_Unit - bit map of channels to update (bits 0 thru 3 correspond to channels 0 thru 3) io_Command - command number for CMD_UPDATE io_Flags - flags, must be cleared if not used: IOF_QUICK - (CLEAR) reply I/O request ioa_AllocKey - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <p>OUTPUTS</p> <ul style="list-style-type: none"> io_Unit - bit map of channels successfully updated (bits 0 thru 3 correspond to channels 0 thru 3) io_Error - error number: <ul style="list-style-type: none"> 0 - no error AUDIOERR_NOALLOCATION - allocation key (ioa_AllocKey) does not match key for channel
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audio.device/CMD_WRITE	audio.device/command/CMD_WRITE	audio.device/OpenDevice	audio.device/OpenDevice
<p>NAME CMD_WRITE -- normal I/O entry point</p> <p>FUNCTION CMD_WRITE is a standard command for a single audio channel (<i>io_Unit</i>). If the allocation key (<i>ioa_AllocKey</i>) is correct, CMD_WRITE plays a sound using the selected channel; otherwise, it returns an error (ADIOERR_NOALLOCATION). CMD_WRITE queues up requests if there is another write in progress or if the channel is stopped (CMD_STOP). When the write actually starts, if the ADIOF_PERVOL flag is set, CMD_WRITE loads volume (<i>ioa_Volume</i>) and period (<i>ioa_Period</i>), and if the ADIOF_WRITEMESSAGE flag is set, CMD_WRITE replies the write message (<i>ioa_WriteMsg</i>). CMD_WRITE returns an error (IOERR_ABORTED) if it is canceled (AbortIO) or the channel is stolen (ADCMD_ALLOCATE). CMD_WRITE is only asynchronous if there is no error, in which case it clears the quick flag (IOF_QUICK) and replies the I/O request (<i>mn_ReplyPort</i>) after it finishes writing; otherwise, it is synchronous and only replies if the quick flag (IOF_QUICK) is clear. Do not use CMD_WRITE in interrupt code at interrupt level 5 or higher.</p> <p>INPUTS</p> <ul style="list-style-type: none"> <i>mn_ReplyPort</i> - pointer to message port that receives I/O request after the write completes <i>io_Device</i> - pointer to device node, must be set by (or copied from I/O block set by) OpenDevice function <i>io_Unit</i> - bit map of channel to write (bit 0 thru 3 corresponds to channel 0 thru 3), if more than one bit is set lowest bit number channel is written <i>io_Command</i> - command number for CMD_WRITE <i>io_Flags</i> - flags, must be cleared if not used: <ul style="list-style-type: none"> ADIOF_PERVOL - (SET) load volume and period ADIOF_WRITEMESSAGE - (SET) reply message at write start <i>ioa_AllocKey</i> - allocation key, must be set by (or copied from I/O block set by) OpenDevice function or ADCMD_ALLOCATE command <i>ioa_Data</i> - pointer to waveform array (signed bytes (-128 thru 127) in custom chip addressable ram and word aligned) <i>ioa_Length</i> - length of the wave array in bytes (2 thru 131072, must be even number) <i>ioa_Period</i> - sample period in 279.365 ns increments (124 thru 65536, anti-aliasing filter works below 300 to 500 depending on waveform), if enabled by ADIOF_PERVOL <i>ioa_Volume</i> - volume (0 thru 64, linear), if enabled by ADIOF_PERVOL <i>ioa_Cycles</i> - number of times to repeat array (0 thru 65535, 0 for infinite) <i>ioa_WriteMsg</i> - message replied at start of write, if enabled by ADIOF_WRITEMESSAGE <p>OUTPUTS</p> <ul style="list-style-type: none"> <i>io_Unit</i> - bit map of channel successfully written (bit 0 thru 3 corresponds to channel 0 thru 3) <i>io_Flags</i> - IOF_QUICK flag cleared if there is no error <i>io_Error</i> - error number: <ul style="list-style-type: none"> 0 - no error IOERR_ABORTED - canceled (AbortIO) or channel stolen ADIOERR_NOALLOCATION - allocation key (<i>ioa_AllocKey</i>) does not match key for channel <p>BUGS If CMD_WRITE starts the write immediately after stopping a previous write, you must set the ADIOF_PERVOL flag or else the new data pointer (<i>ioa_Data</i>) and length (<i>ioa_Length</i>) may not be loaded.</p>	<p>NAME OpenDevice - open the audio device</p> <p>SYNOPSIS error = OpenDevice("audio.device", <i>unitNumber</i>, <i>iORequest</i>, <i>flags</i>);</p> <p>FUNCTION The OpenDevice routine grants access to the audio device. It takes an I/O audio request block (<i>iORequest</i>) and if it can successfully open the audio device, it loads the device pointer (<i>io_Device</i>) and the allocation key (<i>ioa_AllocKey</i>); otherwise, it returns an error (IOERR_OPENFAIL). OpenDevice increments the open count keeping the device from being expunged (Expunge). If the length (<i>ioa_Length</i>) is non-zero, OpenDevice tries to allocate (ADCMD_ALLOCATE) audio channels from a array of channel combination options (<i>ioa_Data</i>). If the allocation succeeds, the allocated channel combination is loaded into the unit field (<i>ioa_Unit</i>); otherwise, OpenDevice returns an error (ADIOERR_ALLOCFAILED). OpenDevice does not wait for allocation to succeed and closes (CloseDevice) the audio device if it fails. To allocate channels, OpenDevice also requires a properly initialized reply port (<i>mn_ReplyPort</i>) with an allocated signal bit.</p> <p>INPUTS</p> <ul style="list-style-type: none"> <i>unitNumber</i> - not used <i>iORequest</i> - pointer to audio request block (struct IOAudio) <ul style="list-style-type: none"> <i>ln_Pri</i> - allocation precedence (-128 thru 127), only necessary for allocation (non-zero length) <i>mn_ReplyPort</i> - pointer to message port for allocation, only necessary for allocation (non-zero length) <i>ioa_AllocKey</i> - allocation key; zero to generate new key. Otherwise, it must be set by (or copied from I/O block that is set by) previous OpenDevice function or ADCMD_ALLOCATE command (non-zero length) <i>ioa_Data</i> - pointer to channel combination options (byte array, bits 0 thru 3 correspond to channels 0 thru 3), only necessary for allocation (non-zero length) <i>ioa_Length</i> - length of the channel combination option array (0 thru 16), zero for no allocation <i>flags</i> - not used <p>OUTPUTS</p> <ul style="list-style-type: none"> <i>iORequest</i> - pointer to audio request block (struct IOAudio) <i>io_Device</i> - pointer to device node if OpenDevice succeeds, otherwise -1 <i>io_Unit</i> - bit map of successfully allocated channels (bits 0 thru 3 correspond to channels 0 thru 3) <i>io_Error</i> - error number: <ul style="list-style-type: none"> 0 - no error IOERR_OPENFAIL - open failed ADIOERR_ALLOCFAILED - allocation failed, no open <i>ioa_AllocKey</i> - allocation key, set to a unique number if passed a zero and OpenDevice succeeds <i>error</i> - copy of <i>io_Error</i> 	<p>NAME OpenDevice - open the audio device</p> <p>SYNOPSIS error = OpenDevice("audio.device", <i>unitNumber</i>, <i>iORequest</i>, <i>flags</i>);</p> <p>FUNCTION The OpenDevice routine grants access to the audio device. 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clipboard.device/CBD_POST

clipboard.device/CBD_POST

NAME

CBD_POST - post clip to clipboard

FUNCTION

Indicate to the clipboard device that data is available for use by accessors of the clipboard. This is intended to be used when a cut is large, in a private data format, and/or changing frequently, and it thus makes sense to avoid converting it to an IFF form and writing it to the clipboard unless another application wants it. The post provides a message port to which the clipboard device will send a satisfy message if the data is required.

If the satisfy message is received, the write associated with the post must be performed. The act of writing the clip indicates that the message has been received: it may then be re-used by the clipboard device, and so must actually be removed from the satisfy message port so that the port is not corrupted.

If the application wishes to determine if a post it has performed is still the current clip, it should check the post's io_ClipID with that returned by the CBD_CLIPREADID command. If ClipID is greater, the clip is not still current.

If an application has a pending post and wishes to determine if it should satisfy it (e.g. before it exits), it should check the post's io_ClipID with that returned by the CBD_CLIPWRITEID command. If CurrentWriteID is greater, there is no need to satisfy the post.

IO REQUEST

io_Message	mn_ReplyPort set up
io_Device	preset by OpenDevice
io_Unit	preset by OpenDevice
io_Command	CBD_POST
io_Data	pointer to satisfy message port
io_ClipID	zero

RESULTS

io_Error	non-zero if an error occurred
io_ClipID	the clip ID assigned to this post, to be used in the write command if this is satisfied

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<p>NAME CBD_CLIPREADID - determine the current read identifier.</p> <p>FUNCTION CBD_CLIPREADID fills the io_ClipID with a clip identifier that can be compared with that of a post command: if greater than the post identifier then the post data held privately by an application is not valid for its own pasting.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set up</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CBD_CLIPREADID</td> </tr> </table> <p>io_ClipID the ClipID of the current write is set</p>	io_Message	mn_ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CBD_CLIPREADID	<p>NAME CBD_CLIPWRITEID - determine the current write identifier.</p> <p>FUNCTION CBD_CLIPWRITEID fills the io_ClipID with a clip identifier that can be compared with that of a post command: if greater than the post identifier then the post is obsolete and need never be satisfied.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set up</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CBD_CLIPWRITEID</td> </tr> </table> <p>io_ClipID the ClipID of the current write is set</p>	io_Message	mn_ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CBD_CLIPWRITEID	<p>NAME CBD_CLIPWRITEID - determine the current write identifier.</p> <p>FUNCTION CBD_CLIPWRITEID fills the io_ClipID with a clip identifier that can be compared with that of a post command: if greater than the post identifier then the post is obsolete and need never be satisfied.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set up</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CBD_CLIPWRITEID</td> </tr> </table> <p>io_ClipID the ClipID of the current write is set</p>	io_Message	mn_ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CBD_CLIPWRITEID	<p>NAME CBD_CLIPWRITEID - determine the current write identifier.</p> <p>FUNCTION CBD_CLIPWRITEID fills the io_ClipID with a clip identifier that can be compared with that of a post command: if greater than the post identifier then the post is obsolete and need never be satisfied.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set up</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CBD_CLIPWRITEID</td> </tr> </table> <p>io_ClipID the ClipID of the current write is set</p>	io_Message	mn_ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CBD_CLIPWRITEID
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<p>NAME CMD_READ - read clip from clipboard</p> <p>FUNCTION The read function serves two purposes.</p> <p>When io_Offset is within the clip, this acts as a normal read request, and io_Data is filled with data from the clipboard. The first read request should have a zero io_ClipID, which will be filled with the ID assigned for this read. Normal sequential access from the beginning of the clip is achieved by setting io_Offset to zero for the first read, then leaving it untouched for subsequent reads. If io_Data is null, then io_Offset is incremented by io_Actual as if io_Length bytes had been read: this is useful to skip to the end of file by using a huge io_Length.</p> <p>When io_Offset is beyond the end of the clip, this acts as a signal to the clipboard device that the application is through reading this clip. Realize that while an application is in the middle of reading a clip, any attempts to write new data to the clipboard are held off. This read past the end of file indicates that those operations may now be initiated.</p>	<p>NAME CMD_READ</p> <p>FUNCTION</p>	<p>NAME CMD_RESET - reset the clipboard</p> <p>FUNCTION CMD_RESET resets the clipboard device without destroying handles to the open device.</p>	<p>NAME CMD_RESET</p> <p>FUNCTION</p>																																																		
<p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn ReplyPort set up</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>CMD READ</td></tr> <tr><td>io_Length</td><td>number of bytes to put in data buffer</td></tr> <tr><td>io_Data</td><td>pointer to buffer of data to fill, or null to skip over data</td></tr> <tr><td>io_Offset</td><td>byte offset of data to read</td></tr> <tr><td>io_ClipID</td><td>zero if this is the initial read</td></tr> </table> <p>RESULTS</p> <table> <tr><td>io_Error</td><td>non-zero if an error occurred</td></tr> <tr><td>io_Actual</td><td>filled with the actual number of bytes read (the buffer now has io_Actual bytes of data)</td></tr> <tr><td>io_Data</td><td>updated to next read position, which is beyond EOF if io_Actual != io_Length</td></tr> <tr><td>io_Offset</td><td>the clip ID assigned to this read: do not alter for subsequent reads</td></tr> <tr><td>io_ClipID</td><td></td></tr> </table>	io_Message	mn ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CMD READ	io_Length	number of bytes to put in data buffer	io_Data	pointer to buffer of data to fill, or null to skip over data	io_Offset	byte offset of data to read	io_ClipID	zero if this is the initial read	io_Error	non-zero if an error occurred	io_Actual	filled with the actual number of bytes read (the buffer now has io_Actual bytes of data)	io_Data	updated to next read position, which is beyond EOF if io_Actual != io_Length	io_Offset	the clip ID assigned to this read: do not alter for subsequent reads	io_ClipID		<p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn ReplyPort set up</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>CMD_RESET</td></tr> <tr><td>io_Offset</td><td>IOB_QUICK set if quick I/O is possible</td></tr> </table>	io_Message	mn ReplyPort set up	io_Device	preset by OpenDevice	io_Command	CMD_RESET	io_Offset	IOB_QUICK set if quick I/O is possible	<p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn ReplyPort set up</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>CMD_RESET</td></tr> <tr><td>io_Offset</td><td>IOB_QUICK set if quick I/O is possible</td></tr> </table>	io_Message	mn ReplyPort set up	io_Device	preset by OpenDevice	io_Command	CMD_RESET	io_Offset	IOB_QUICK set if quick I/O is possible	<p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn ReplyPort set up</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>CMD_RESET</td></tr> <tr><td>io_Offset</td><td>IOB_QUICK set if quick I/O is possible</td></tr> </table>	io_Message	mn ReplyPort set up	io_Device	preset by OpenDevice	io_Command	CMD_RESET	io_Offset	IOB_QUICK set if quick I/O is possible
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<p>NAME CMD_UPDATE - terminate the writing of a cut to the clipboard</p> <p>FUNCTION Indicate to the clipboard that the previous write commands are complete and can be used for any pending pastes (reads). This command cannot be issued while any of the write commands are pending.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn ReplyPort set up</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>CMD_UPDATE</td></tr> <tr><td>io_ClipID</td><td>the ClipID of the write</td></tr> </table> <p>RESULTS io_Error non-zero if an error occurred</p>	io_Message	mn ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CMD_UPDATE	io_ClipID	the ClipID of the write	clipboard.device/CMD_UPDATE	<p>NAME CMD_WRITE - write clip to clipboard</p> <p>FUNCTION This command writes data to the clipboard. This data can be provided sequentially by clearing io_Offset for the initial write, and using the incremented value unaltered for subsequent writes. If io_Offset is ever beyond the current clip size, the clip is padded with zeros.</p> <p>If this write is in response to a SatisfyMsg for a pending post, then the io_ClipID returned by the Post command must be used. Otherwise, a new ID is obtained by clearing the io_ClipID for the first write. Subsequent writes must not alter the io_ClipID.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn ReplyPort set up</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>CMD_WRITE</td></tr> <tr><td>io_Length</td><td>number of bytes from io_Data to write</td></tr> <tr><td>io_Data</td><td>pointer to block of data to write</td></tr> <tr><td>io_Offset</td><td>usually zero if this is the initial write</td></tr> <tr><td>io_ClipID</td><td>zero if this is the initial write, ClipID of the Post if this is to satisfy a post</td></tr> </table> <p>RESULTS io_Error non-zero if an error occurred io_Actual filled with the actual number of bytes written io_Offset updated to next write position io_ClipID the clip ID assigned to this write: do not alter for subsequent writes</p>	io_Message	mn ReplyPort set up	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	CMD_WRITE	io_Length	number of bytes from io_Data to write	io_Data	pointer to block of data to write	io_Offset	usually zero if this is the initial write	io_ClipID	zero if this is the initial write, ClipID of the Post if this is to satisfy a post	clipboard.device/CMD_WRITE
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io_Data	pointer to block of data to write																												
io_Offset	usually zero if this is the initial write																												
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console.device/CD_ASKDEFAULTKEYMAP**NAME**

CD_ASKDEFAULTKEYMAP - get the current default keymap

FUNCTION

Fill the io_Data buffer with the current console device default keymap, which is used to initialize console unit keymaps when opened, and by RawKeyConvert with a null keyMap parameter.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	CD_ASKDEFAULTKEYMAP
io_Flags	IOF_QUICK if quick I/O possible, else zero
io_Length	sizeof(*keyMap)
io_Data	struct KeyMap *keyMap pointer to a structure that describes the raw keycode to byte stream conversion.

RESULTS

This function sets the io_Error field in the IOStdReq, and fills the structure pointed to by io_Data with the current device default key map.

BUGS**SEE ALSO**

exec/io.h, devices/keymap.h, devices/console.h

console.device/CD_ASKKEYMAP	console.device/command/CD_ASKKEYMAP	console.device/CD_SETDEFAULTKEYMAP
NAME CD_ASKKEYMAP - get the current key map structure for this console	NAME CD_SETDEFAULTKEYMAP - set the current default keymap	NAME CD_SETDEFAULTKEYMAP - set the current default keymap

FUNCTION

Fill the io_Data buffer with the current KeyMap structure in use by this console unit.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	CD_ASKKEYMAP
io_Flags	IOF_QUICK if quick I/O possible, else zero
io_Length	sizeof(*keyMap)
io_Data	struct KeyMap *keyMap pointer to a structure that describes the raw keycode to byte stream conversion.

RESULTS

This function sets the io_Error field in the IOStdReq, and fills the structure the structure pointed to by io_Data with the current key map.

BUGS**SEE ALSO**

exec/io.h, devices/keymap.h, devices/console.h

FUNCTION

This console command copies the keyMap structure pointed to by io_Data to the console device default keymap, which is used to initialize console units when opened, and by RawKeyConvert with a null keyMap parameter.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	CD_SETDEFAULTKEYMAP
io_Flags	IOF_QUICK if quick I/O possible, else zero
io_Length	sizeof(*keyMap)
io_Data	struct KeyMap *keyMap pointer to a structure that describes the raw keycode to byte stream conversion.

RESULTS

This function sets the io_Error field in the IOStdReq, and fills the current device default key map from the structure pointed to by io_Data.

BUGS**SEE ALSO**

exec/io.h, devices/keymap.h, devices/console.h

console.device/CD_SETKEYMAP	console.device/command/CD_SETKEYMAP	console.device/CDInputHandler														
<p>NAME CD_SETKEYMAP - set the current key map structure for this console</p> <p>FUNCTION Set the current KeyMap structure used by this console unit to the structure pointed to by <code>io_Data</code>.</p> <p>IO REQUEST</p> <table> <tr> <td><code>io_Message</code></td> <td><code>mn_ReplyPort</code> set if quick I/O is not possible</td> </tr> <tr> <td><code>io_Device</code></td> <td>preset by the call to <code>OpenDevice</code></td> </tr> <tr> <td><code>io_Unit</code></td> <td>preset by the call to <code>OpenDevice</code></td> </tr> <tr> <td><code>io_Command</code></td> <td><code>CD_SETKEYMAP</code></td> </tr> <tr> <td><code>io_Flags</code></td> <td><code>IOF_QUICK</code> if quick I/O possible, else zero</td> </tr> <tr> <td><code>io_Length</code></td> <td><code>sizeof(*keyMap)</code></td> </tr> <tr> <td><code>io_Data</code></td> <td><code>struct KeyMap *keyMap</code> pointer to a structure that describes the raw keycode to byte stream conversion.</td> </tr> </table> <p>RESULTS This function sets the <code>io_Error</code> field in the <code>IOStdReq</code>, and fills the current key map from the structure pointed to by <code>io_Data</code>.</p> <p>BUGS</p> <p>SEE ALSO <code>exec/io.h</code>, <code>devices/keymap.h</code>, <code>devices/console.h</code></p>	<code>io_Message</code>	<code>mn_ReplyPort</code> set if quick I/O is not possible	<code>io_Device</code>	preset by the call to <code>OpenDevice</code>	<code>io_Unit</code>	preset by the call to <code>OpenDevice</code>	<code>io_Command</code>	<code>CD_SETKEYMAP</code>	<code>io_Flags</code>	<code>IOF_QUICK</code> if quick I/O possible, else zero	<code>io_Length</code>	<code>sizeof(*keyMap)</code>	<code>io_Data</code>	<code>struct KeyMap *keyMap</code> pointer to a structure that describes the raw keycode to byte stream conversion.	<p>NAME CDInputHandler - handle an input event for the console device</p> <p>SYNOPSIS <code>events = CDInputHandler(events, consoleDevice)</code> A0 A1</p> <p>FUNCTION Accept input events from the producer, which is usually the rom input.task.</p> <p>INPUTS <code>events</code> - a pointer to a list of input events. <code>consoleDevice</code> - a pointer to the library base address of the console device. This has the same value as <code>ConsoleDevice</code> described below.</p> <p>RESULTS <code>events</code> - a pointer to a list of input events not used by this handler.</p> <p>NOTES This function is available for historical reasons. It is preferred that input events be fed to the system via the <code>WriteEvent</code> command of the <code>input.device</code>.</p> <p>This function is different from standard device commands in that it is a function in the console device library vectors. In order to obtain a valid library base pointer for the console device (a.k.a. <code>ConsoleDevice</code>) call <code>OpenDevice("console.device", -1, IOStdReq, 0)</code>, and then grab the <code>io_Device</code> pointer field out of the <code>IOStdReq</code> and use as <code>ConsoleDevice</code>.</p> <p>BUGS</p> <p>SEE ALSO <code>input.device</code></p>	
<code>io_Message</code>	<code>mn_ReplyPort</code> set if quick I/O is not possible															
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console.device/CMD_CLEAR	console.device/command/CMD_CLEAR	console.device/CMD_READ	console.device/command/CMD_READ
NAME	CMD_CLEAR - clear console input buffer	NAME	CMD_READ - return the next input from the keyboard
FUNCTION	Remove from the input buffer any reports waiting to satisfy read requests.	FUNCTION	Read the next input, generally from the keyboard. The form of this input is as an ANSI byte stream; i.e. either ASCII text or control sequences. Raw input events received by the console device can be selectively filtered via the aSRE and aRRE control sequences (see the write command). Keys are converted via the keymap associated with the unit, which is modified with CD_AKSKEYMAP and CD_SETKEYMAP
IO REQUEST	io_Message io_Device io_Unit io_Command io_Flags	mn_ReplyPort set if quick I/O is not possible preset by the call to OpenDevice preset by the call to OpenDevice CMD_CLEAR IOB_QUICK set if quick I/O is possible, else 0	If, for example, raw keycodes had been enabled by writing <CSI>1{ to the console (where <CSI> is \$9B or Esc[]), keys would return raw keycode reports with the information from the input event itself, in the form: <CSI>1;0;<keycode>;<qualifiers>;0;0;<seconds>;<microseconds>q
BUGS			If there is no pending input, this command will not be satisfied, but if there is some input, but not as much as can fill io_Length, the request will be satisfied with the input currently available.
SEE ALSO	exec/io.h, devices/console.h	IO REQUEST	mn_ReplyPort set if quick I/O is not possible preset by the call to OpenDevice preset by the call to OpenDevice CMD_READ IOB_QUICK if quick I/O possible, else zero sizeof(*buffer) char buffer[] a pointer to the destination for the characters to read from the keyboard.
		RESULTS	This function sets the error field in the IOStdReq, and fills in the io_Data area with the next input, and io_Actual with the number of bytes read.
		BUGS	
		SEE ALSO	exec/io.h, devices/console.h

console.device/CMD_WRITE

console.device/command/CMD_WRITE

NAME

CMD WRITE - write text to the display

FUNCTION

Write a text record to the display. Note that the RPort of the console window is in use while this write command is pending.

TO REQUEST

<i>io_Message</i>	<i>mn_ReplyPort</i> set if quick I/O is not possible
<i>io_Device</i>	preset by the call to <i>OpenDevice</i>
<i>io_Unit</i>	preset by the call to <i>OpenDevice</i>
<i>io_Command</i>	<i>CMD_WRITE</i>
<i>io_Flags</i>	<i>IOF_QUICK</i> if quick I/O possible, else zero
<i>io_Length</i>	<i>sizeof(*buffer)</i> , or -1 if null terminated
<i>io_Data</i>	char <i>buffer</i> [] a pointer to a buffer containing the ANSI text to write to the console device.

ANSI CODES SUPPORTED

Independent Control Functions (no introducer) --

Code	Name	Definition
00/ 7	BEL	BELL (actually a DisplayBeep)
00/ 8	BS	BACKSPACE
00/ 9	HT	HORIZONTAL TAB
00/10	LF	LINE FEED
00/11	VT	VERTICAL TAB
00/12	FF	FORM FEED
00/13	CR	CARRIAGE RETURN
00/14	SO	SHIFT OUT
00/15	SI	SHIFT IN
01/11	ESC	ESCAPE

Code or Esc Name Definition

08/ 4 D IND INDEX: move the active position down one line
08/ 5 E NEL NEXT LINE:
08/ 8 H HTS HORIZONTAL TABULATION SET
08/13 M RI REVERSE INDEX:
09/11 F CSI CONTROL SEQUENCE INTRODUCER: see next list

ISO Compatable Escape Sequences (introduced by Esc) --

ISO compatible escape sequences (1)

C RIS RESET TO INITIAL STATE

Control Sequences, with the number of indicated parameters.
i.e. <CSI><parameters><control sequence letter(s)>. Note the
last entries consist of a space and a letter. CSI is either
98 or Esc[. A minus after the number of parameters (#p)
indicates less is valid. Parameters are separated by
semicolon, e.g. Esc[14;80H sets the cursor position to row
14, column 80.

CSI #p Name Definition

(@	1-	ICH	INSERT CHARACTER
A	1-	CUU	CURSOR UP
B	1-	CUD	CURSOR DOWN
C	1-	CUF	CURSOR FORWARD
D	1-	CUB	CURSOR BACKWARD
E	1-	CNL	CURSOR NEXT LINE
F	1-	CPL	CURSOR PRECEEDING LINE
H	2-	CUP	CURSOR POSITION
I	1-	CHT	CURSOR HORIZONTAL TABULATION
J	1-	ED	ERASE IN DISPLAY (only to end of display)
K	1-	EL	ERASE IN LINE (only to end of line)
L	1-	IL	INSERT LINE
M	1-	DL	DELETE LINE

P	1-	DCH	DELETE CHARACTER
R	2	CPR	CURSOR POSITION REPORT (in Read stream only)
S	1-	SU	SCROLL UP
T	1-	SD	SCROLL DOWN
W	n	CTC	CURSOR TABULATION CONTROL
Z	1-	CBT	CURSOR BACKWARD TABULATION
f	2-	HVP	HORIZONTAL AND VERTICAL POSITION
g	1-	TBC	TABULATION CLEAR
h	n	SM	SET MODE
l	n	RM	RESET MODE
m	n	SGR	SELECT GRAPHIC RENDITION
n	1-	DSR	DEVICE STATUS REPORT
t	1-	asLPP	SET PAGE LENGTH (private Amiga sequence)
u	1-	asLL	SET LINE LENGTH (private Amiga sequence)
x	1-	asLO	SET LEFT OFFSET (private Amiga sequence)
y	1-	asto	SET TOP OFFSET (private Amiga sequence)
	n	asRE	SET RAW EVENTS (private Amiga sequence)
8	aIER	INPUT EVENT REPORT (private Amiga Read sequence)	
n	arRE	RESET RAW EVENTS (private Amiga sequence)	
1	askR	SPECIAL KEY REPORT (private Amiga Read sequence)	
p	1-	asCR	SET CURSOR RENDITION (private Amiga sequence)
q	0	awSR	WINDOW STATUS REQUEST (private Amiga sequence)
r	4	awBR	WINDOW BOUNDS REPORT (private Amiga Read sequence)

Modes, set with `<CSI><mode-list>h`, and cleared with `<CSI><mode-list>l`, where the mode-list is one or more of the following parameters, separated by semicolons --

Mode	Name	Definition
20	LNM	LINEFEED NEWLINE MODE: if a linefeed is a newline
>1	ASM	AUTO SCROLL MODE: if scroll at bottom of window
?2	AWM	AUTO WRAP MODE: if wrap at right edge of window

BUGS

Does not display cursor in SuperBitMap layers.

SEE ALSO

ROM Kernel Manual: libraries and devices, exec/io.h

console.device/CloseDevice

NAME
Close -- close the console device

SYNOPSIS
CloseDevice(IOSReq)

FUNCTION

This function closes software access to the console device, and informs the system that access to this device/unit which was previously opened has been concluded. The device may perform certain house-cleaning operations. The I/O request structure is now free to be recycled.

INPUTS

IOSReq - pointer to an IOSReq structure, set by OpenDevice

BUGS

SEE ALSO
console.device/OpenDevice, exec/io.h

console.device/OpenDevice

NAME
OpenDevice - a request to open a Console device

SYNOPSIS
error = OpenDevice("console.device", unit, IOSReq, 0)
D0 A0 D0 A1 D1

FUNCTION

The open routine grants access to a device. There are two fields in the IOSReq block that will be filled in: the io_Device field and possibly the io_Unit field.

This open command differs from most other device open commands in that it requires some information to be supplied in the io_Data field of the IOSReq block. This initialization information supplies the window that is used by the console device for output.

The unit number that is a standard parameter for an open call is used specially by this device. A unit of -1 indicates that no actual console is to be opened, and is used to get a pointer to the device library vector (which will be returned in the io_Device field of the IOSReq block). A unit of zero binds the supplied window to a unique console. Sharing a console must be done at a level higher than the device. There are no other valid unit numbers.

IO REQUEST

io_Data

struct Window *window

This is the window that will be used for this console. It must be supplied if the unit in the OpenDevice call is 0 (see above). The RPort of this window is potentially in use by the console whenever there is an outstanding write command.

INPUTS

"console.device" - a pointer to the name of the device to be opened.
unit - the unit number to open on that device (0, or -1).
IOSReq - a pointer to a standard request block
0 - a flag field of zero

RESULTS

error - zero if successful, else an error is returned.

BUGS

If a console.device is attached to a SUPERBITMAP window, the cursor will not be displayed. In this case you are required to TURN OFF the console's cursor (with the standard escape sequence), and synthesize your own. Memory loss and compatibility problems are possible if the cursor is not turned off.

SEE ALSO

console.device/CloseDevice, exec/io.h, intuition/intuition.h

console.device/RawKeyConvert

NAME

RawKeyConvert - decode raw input classes

SYNOPSIS

actual = RawKeyConvert(event, buffer, length, keyMap)
D0 A0 A1 D1 A2

ConsoleDevice in A6 if called from Assembly Language.

FUNCTION

This console function converts input events of type
IECLASS_RAWKEY to ANSI bytes, based on the keyMap, and
places the result into the buffer.

INPUTS

event - an InputEvent structure pointer.
buffer - a byte buffer large enough to hold all anticipated
characters generated by this conversion.
length - maximum anticipation, i.e. the buffer size in bytes.
keyMap - a KeyMap structure pointer, or null if the default
console device key map is to be used.

RESULTS

actual - the number of characters in the buffer, or -1 if
a buffer overflow was about to occur.

ERRORS

if actual is -1, a buffer overflow condition was detected.
Not all of the characters in the buffer are valid.

NOTES

This function is different from standard device commands in
that it is a function in the console device library vectors.
In order to obtain a valid library base pointer for the
console device (a.k.a. ConsoleDevice) call
OpenDevice("console.device", -1, IOStdReq, 0),
and then grab the io_Device pointer field out of the IOStdReq
and use as ConsoleDevice.

BUGS

SEE ALSO

console.device/OpenDevice, exec/io.h,
devices/inputevent.h, devices/keymap.h

TABLE OF CONTENTS

gameport.device/CMD_CLEAR
gameport.device/GPD_ASKCTYPE
gameport.device/GPD_ASKTRIGGER
gameport.device/GPD_READEVENT
gameport.device/GPD_SETCTYPE
gameport.device/GPD_SETRIGGER

gameport.device/CMD_CLEAR gameport.device/CMD_CLEAR

NAME

CMD_CLEAR - clear gameport input buffer

FUNCTION

Remove from the input buffer any gameport reports waiting to satisfy read requests.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	CMD_CLEAR
io_Flags	IOB_QUICK set if quick I/O is possible

gameport.device/GPD_ASKCTYPE	gameport.device/GPD_ASKCTYPE	gameport.device/GPD_ASKTRIGGER	gameport.device/GPD_ASKTRIGGER																																		
<p>NAME GPD_ASKCTYPE - inquire the current game port controller type</p> <p>FUNCTION This command identifies the type of controller at the game port, so that the signals at the port may be properly interpreted. The controller type has been set by a previous GPD_SETCTYPE.</p> <p>This command always executes immediately.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr><td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Command</td><td>GPD_ASKCTYPE</td></tr> <tr><td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr><td>io_Length</td><td>at least 1</td></tr> <tr><td>io_Data</td><td>the address of the byte variable for the result</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	GPD_ASKCTYPE	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	at least 1	io_Data	the address of the byte variable for the result	<p>NAME GPD_ASKTRIGGER - inquire the conditions for a game port report</p> <p>FUNCTION This command inquires what conditions must be met by a game port unit before a pending Read request will be satisfied. These conditions, called triggers, are independent -- that any one occurs is sufficient to queue a game port report to the Read queue. These conditions are set by GPD_SETTRIGGER.</p> <p>This command always executes immediately.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr><td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Command</td><td>GPD_ASKTRIGGER</td></tr> <tr><td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr><td>io_Length</td><td>sizeof(gameportTrigger)</td></tr> <tr><td>io_Data</td><td>a structure of type GameportTrigger, which has the following elements</td></tr> <tr><td>gpt_Keys</td><td>GPTB_DOWNKEYS set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report</td></tr> <tr><td>gpt_Timeout</td><td>a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)</td></tr> <tr><td>gpt_XDelta</td><td>a distance in x which, if exceeded, triggers a report</td></tr> <tr><td>gpt_YDelta</td><td>a distance in y which, if exceeded, triggers a report</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	GPD_ASKTRIGGER	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	sizeof(gameportTrigger)	io_Data	a structure of type GameportTrigger, which has the following elements	gpt_Keys	GPTB_DOWNKEYS set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report	gpt_Timeout	a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)	gpt_XDelta	a distance in x which, if exceeded, triggers a report	gpt_YDelta	a distance in y which, if exceeded, triggers a report
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gameport.device/GPD_READEVENT	gameport.device/GPD_READEVENT	gameport.device/GPD_SETCTYPE	gameport.device/GPD_SETCTYPE																																										
<p>NAME GPD_READEVENT - return the next game port event.</p> <p>FUNCTION Read game port events from the game port and put them in the data area of the iOREquest. If there are no pending game port events, this command will not be satisfied, but if there are some events, but not as many as can fill IO_LENGTH, the request will be satisfied with those currently available.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>GPD_READEVENT</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_Length</td><td>the size of the io_Data area in bytes: there are sizeof(inputEvent) bytes per input event.</td></tr> <tr> <td>io_Data</td><td>a buffer area to fill with input events. The fields of the input event are:</td></tr> <tr> <td> ie_NextEvent</td><td>links the events returned</td></tr> <tr> <td> ie_Class</td><td>is IECLASS_RAWMOUSE</td></tr> <tr> <td> ie_SubClass</td><td>is 0 for the left, 1 for the right game port</td></tr> <tr> <td> ie_Code</td><td>contains any gameport button reports. No report is indicated by the value 0xff.</td></tr> <tr> <td> ie_Qualifier</td><td>only the relative and button bits are set</td></tr> <tr> <td> ie_X, ie_Y</td><td>the x and y values for this report, in either relative or absolute device dependent units.</td></tr> <tr> <td> ie_TimeStamp</td><td>the delta time since the last report, given not as a standard timestamp, but as the frame count in the TV_SECS field.</td></tr> </table> <p>RESULTS This function sets the error field in the iOREquest, and fills the iOREquest with the next game port events (but not partial events).</p> <p>SEE ALSO gameport.device/GPD_SETCTYPE, gameport.device/GPD_SETTRIGGER</p>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	GPD_READEVENT	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	the size of the io_Data area in bytes: there are sizeof(inputEvent) bytes per input event.	io_Data	a buffer area to fill with input events. The fields of the input event are:	ie_NextEvent	links the events returned	ie_Class	is IECLASS_RAWMOUSE	ie_SubClass	is 0 for the left, 1 for the right game port	ie_Code	contains any gameport button reports. No report is indicated by the value 0xff.	ie_Qualifier	only the relative and button bits are set	ie_X, ie_Y	the x and y values for this report, in either relative or absolute device dependent units.	ie_TimeStamp	the delta time since the last report, given not as a standard timestamp, but as the frame count in the TV_SECS field.	<p>NAME GPD_SETCTYPE - set the current game port controller type</p> <p>FUNCTION This command sets the type of device at the game port, so that the signals at the port may be properly interpreted. The port can also be turned off, so that no reports are generated.</p> <p>This command always executes immediately.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>GPD_SETCTYPE</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_Length</td><td>1</td></tr> <tr> <td>io_Data</td><td>the address of the byte variable describing the controller type, as per the equates in the gameport include file</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	GPD_SETCTYPE	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	1	io_Data	the address of the byte variable describing the controller type, as per the equates in the gameport include file		
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gameport.device/GPD_SETTRIGGER

gameport.device/GPD_SETTRIGGER

NAME

GPD_SETTRIGGER - set the conditions for a game port report

FUNCTION

This command sets what conditions must be met by a game port unit before a pending Read request will be satisfied. These conditions, called triggers, are independent -- that any one occurs is sufficient to queue a game port report to the Read queue. These conditions are inquired with GPD_ASKTRIGGER.

This command always executes immediately.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	GPD_SETTRIGGER
io_Flags	IOB_QUICK set if quick I/O is possible
io_Length	sizeof(gameportTrigger)
io_Data	a structure of type GameportTrigger, which has the following elements

gpt_Keys -
 GPTB_DOWNKEYS set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report
gpt_Timeout -
 a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)
gpt_XDelta -
 a distance in x which, if exceeded, triggers a report
gpt_YDelta -
 a distance in x which, if exceeded, triggers a report

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input.device/AddHandler
 input.device/RemHandler
 input.device/Reset
 input.device/SetMPort
 input.device/SetMTrig
 input.device/SetMType
 input.device/SetPeriod
 input.device/SetThresh
 input.device/Start
 input.device/WriteEvent

input.device/AddHandler input.device/AddHandler

NAME

AddHandler - add an input handler to the device

FUNCTION

Add a function to the list of functions called to handle input events generated by this device. The function is called as

```
newInputEvents = Handler(inputEvents, handlerData);
D0                  A0          A1
```

IO REQUEST

io_Message	mn_ReplyPort set
io_Device	preset by OpenDevice
io_Unit	preset by OpenDevice
io_Command	IND_ADDHANDLER
io_Data	a pointer to an interrupt structure.
is_Data	the handlerData pointer described above
is_Code	the Handler function address

NOTES

The interrupt structure is kept by the input device until a RemHandler command is satisfied for it.

input.device/RemHandler	input.device/RemHandler	input.device/Reset	input.device/Reset																				
<p>NAME RemHandler - remove an input handler from the device</p> <p>FUNCTION Remove a function previously added to the list of handler functions.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>IND_RemHandler</td> </tr> <tr> <td>io_Data</td> <td>a pointer to the interrupt structure.</td> </tr> </table> <p>NOTES This command is not immediate</p>	io_Message	mn_ReplyPort set	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	IND_RemHandler	io_Data	a pointer to the interrupt structure.		<p>NAME Reset - reset the input device</p> <p>FUNCTION Reset resets the input device without destroying handles to the open device.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Device</td> <td>preset by the call to OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by the call to OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_RESET</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	CMD_RESET	io_Flags	IOB_QUICK set if quick I/O is possible	
io_Message	mn_ReplyPort set																						
io_Device	preset by OpenDevice																						
io_Unit	preset by OpenDevice																						
io_Command	IND_RemHandler																						
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io_Unit	preset by the call to OpenDevice																						
io_Command	CMD_RESET																						
io_Flags	IOB_QUICK set if quick I/O is possible																						

input.device/SetMPort	input.device/SetMPort	input.device/SetMTrig	input.device/SetMTrig																																			
<p>NAME SetMPort - set the current mouse port</p> <p>FUNCTION This command sets the gameport port at which the mouse is connected.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr><td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Command</td><td>IND_SETPORT</td></tr> <tr><td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr><td>io_Length</td><td>1</td></tr> <tr><td>io_Data</td><td>a pointer to a byte that is either 0 or 1, indicating that mouse input should be obtained from either the left or right controller port, respectively.</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	IND_SETPORT	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	1	io_Data	a pointer to a byte that is either 0 or 1, indicating that mouse input should be obtained from either the left or right controller port, respectively.	<p>NAME SetMTrig - set the conditions for a mouse port report</p> <p>FUNCTION This command sets what conditions must be met by a mouse before a pending Read request will be satisfied. The trigger specification is that used by the gameport device.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr><td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Command</td><td>IND_SETMTRIG</td></tr> <tr><td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr><td>io_Length</td><td>sizeof(gameportTrigger)</td></tr> <tr><td>io_Data</td><td>a structure of type GameportTrigger, which has the following elements</td></tr> <tr><td>gpt_Keys</td><td>GPTB_DOWNKEYS set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report</td></tr> <tr><td>gpt_Timeout</td><td>a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)</td></tr> <tr><td>gpt_XDelta</td><td>a distance in x which, if exceeded, triggers a report</td></tr> <tr><td>gpt_YDelta</td><td>a distance in y which, if exceeded, triggers a report</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	IND_SETMTRIG	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	sizeof(gameportTrigger)	io_Data	a structure of type GameportTrigger, which has the following elements	gpt_Keys	GPTB_DOWNKEYS set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report	gpt_Timeout	a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)	gpt_XDelta	a distance in x which, if exceeded, triggers a report	gpt_YDelta	a distance in y which, if exceeded, triggers a report	
io_Message	mn_ReplyPort set if quick I/O is not possible																																					
io_Device	preset by the call to OpenDevice																																					
io_Unit	preset by the call to OpenDevice																																					
io_Command	IND_SETPORT																																					
io_Flags	IOB_QUICK set if quick I/O is possible																																					
io_Length	1																																					
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gpt_XDelta	a distance in x which, if exceeded, triggers a report																																					
gpt_YDelta	a distance in y which, if exceeded, triggers a report																																					

input.device/SetMType	input.device/SetMType	input.device/SetPeriod	input.device/SetPeriod																												
<p>NAME SetMType - set the current mouse port controller type</p> <p>FUNCTION This command sets the type of device at the mouse port, so the signals at the port may be properly interpreted.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td><td>mn ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>IND_SETMTYPE</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_Length</td><td>l</td></tr> <tr> <td>io_Data</td><td>the address of the byte variable describing the controller type, as per the equates in the gameport include file</td></tr> </table>	io_Message	mn ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	IND_SETMTYPE	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	l	io_Data	the address of the byte variable describing the controller type, as per the equates in the gameport include file	<p>NAME SetPeriod - set the key repeat period</p> <p>FUNCTION This command sets the period at which a repeating key repeats. This command always executes immediately.</p> <p>IO REQUEST - a timerequest</p> <table> <tr> <td>io_Message</td><td>mn ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>IND_SETPERIOD</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_tv_Secs</td><td>the repeat period seconds</td></tr> <tr> <td>io_tv_Micro</td><td>the repeat period microseconds</td></tr> </table>	io_Message	mn ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	IND_SETPERIOD	io_Flags	IOB_QUICK set if quick I/O is possible	io_tv_Secs	the repeat period seconds	io_tv_Micro	the repeat period microseconds		
io_Message	mn ReplyPort set if quick I/O is not possible																														
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io_Unit	preset by the call to OpenDevice																														
io_Command	IND_SETPERIOD																														
io_Flags	IOB_QUICK set if quick I/O is possible																														
io_tv_Secs	the repeat period seconds																														
io_tv_Micro	the repeat period microseconds																														

input.device/SetThresh	input.device/SetThresh	input.device/Start	input.device/Start																								
<p>NAME SetThresh - set the key repeat threshold</p> <p>FUNCTION This command sets the time that a key must be held down before it can repeat. The repeatability of a key may be restricted (as, for example, are the shift keys).</p> <p>This command always executes immediately.</p> <p>IO REQUEST - a timerequest</p> <table> <tr> <td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>IND_SETTHRESH</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_tv_Secs</td><td>the threshold seconds</td></tr> <tr> <td>io_tv_Micro</td><td>the threshold microseconds</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	IND_SETTHRESH	io_Flags	IOB_QUICK set if quick I/O is possible	io_tv_Secs	the threshold seconds	io_tv_Micro	the threshold microseconds		<p>NAME Start - restart after stop</p> <p>FUNCTION Start restarts the unit after a stop command.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Unit</td><td>preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>CMD_START</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Unit	preset by the call to OpenDevice	io_Command	CMD_START	io_Flags	IOB_QUICK set if quick I/O is possible	
io_Message	mn_ReplyPort set if quick I/O is not possible																										
io_Device	preset by the call to OpenDevice																										
io_Unit	preset by the call to OpenDevice																										
io_Command	IND_SETTHRESH																										
io_Flags	IOB_QUICK set if quick I/O is possible																										
io_tv_Secs	the threshold seconds																										
io_tv_Micro	the threshold microseconds																										
io_Message	mn_ReplyPort set if quick I/O is not possible																										
io_Device	preset by the call to OpenDevice																										
io_Unit	preset by the call to OpenDevice																										
io_Command	CMD_START																										
io_Flags	IOB_QUICK set if quick I/O is possible																										

input.device/WriteEvent input.device/WriteEvent

NAME

WriteEvent - propagate input event(s) to all handlers

FUNCTION

IO REQUEST

 io_Message mn_ReplyPort set if quick I/O is not possible
 io_Device preset by the call to OpenDevice
 io_Unit preset by the call to OpenDevice
 io_Command IND_WRITEEVENT
 io_Flags IOB_QUICK set if quick I/O is possible
 io_Length the size of the io_Data area in bytes: there
 are sizeof(inputEvent) bytes per input event.
 io_Data a buffer area with input events(s). The
 fields of the input event are:
 ie_NextEvent links the events together, the last event
 has a zero ie_NextEvent.
 ie_Class
 ie_SubClass
 ie_Code
 ie_Qualifier
 ie_X, ie_Y
 ie_TimeStamp
 as desired

NOTES

The contents of the input event(s) are destroyed.

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keyboard.device/CMD_CLEAR
keyboard.device/CMD_RESET
keyboard.device/KBD_ADDRESETHANDLER
keyboard.device/KBD_READEVENT
keyboard.device/KBD_READMATRIX
keyboard.device/KBD_RESETHANDLER
keyboard.device/KBD_RESETHANDLERDONE

keyboard.device/CMD_CLEAR

keyboard.device/CMD_CLEAR

NAME

CMD_CLEAR - clear keyboard input buffer

FUNCTION

Remove from the input buffer any keys transitions waiting to satisfy read requests.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Command	CMD_CLEAR
io_Flags	IOB_QUICK set if quick I/O is possible

<p>keyboard.device/CMD_RESET</p> <p>NAME CMD_RESET - reset the keyboard</p> <p>FUNCTION CMD_RESET resets the keyboard device without destroying handles to the open device.</p> <p>IO REQUEST</p> <table border="0"> <tr> <td>io_Message</td> <td>mn_ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Device</td> <td>preset by the call to OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_RESET</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Command	CMD_RESET	io_Flags	IOB_QUICK set if quick I/O is possible	<p>keyboard.device/CMD_RESET</p> <p>NAME KBD_ADDRESETHANDLER - add a reset handler to the device</p> <p>FUNCTION Add a function to the list of functions called to clean up before a hard reset: Handler(handlerData); Al</p> <p>Note that the A500 does not support this. CTRL-Amiga-Amiga on an A500 does an immediate hard processor reset.</p> <p>IO REQUEST</p> <table border="0"> <tr> <td>io_Message</td> <td>mn_ReplyPort set</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>KBD_ADDRESETHANDLER</td> </tr> <tr> <td>io_Data</td> <td>a pointer to an interrupt structure.</td> </tr> <tr> <td> is_Data</td> <td>the handlerData pointer described above</td> </tr> <tr> <td> is_Code</td> <td>the Handler function address</td> </tr> </table> <p>NOTES The interrupt structure is kept by the keyboard device until a KBD_REMRESETHANDLER command is satisfied for it.</p>	io_Message	mn_ReplyPort set	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	KBD_ADDRESETHANDLER	io_Data	a pointer to an interrupt structure.	is_Data	the handlerData pointer described above	is_Code	the Handler function address
io_Message	mn_ReplyPort set if quick I/O is not possible																						
io_Device	preset by the call to OpenDevice																						
io_Command	CMD_RESET																						
io_Flags	IOB_QUICK set if quick I/O is possible																						
io_Message	mn_ReplyPort set																						
io_Device	preset by OpenDevice																						
io_Unit	preset by OpenDevice																						
io_Command	KBD_ADDRESETHANDLER																						
io_Data	a pointer to an interrupt structure.																						
is_Data	the handlerData pointer described above																						
is_Code	the Handler function address																						

keyboard.device/KBD_READEVENT	keyboard.device/KBD_READEVENT	keyboard.device/KBD_READMATRIX	keyboard.device/KBD_READMATRIX																																
<p>NAME KBD_READEVENT - return the next keyboard event.</p> <p>FUNCTION Read raw keyboard events from the keyboard and put them in the data area of the ioRequest. If there are no pending keyboard events, this command will not be satisfied, but if there are some events, but not as many as can fill IO_LENGTH, the request will be satisfied with those currently available.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>io_Device preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>KBD_READEVENT</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_Length</td><td>the size of the io_Data area in bytes: there are sizeof(inputEvent) bytes per input event.</td></tr> <tr> <td>io_Data</td><td>a buffer area to fill with input events. The fields of the input event are:</td></tr> <tr> <td> ie_NextEvent</td><td>links the events returned</td></tr> <tr> <td> ie_Class</td><td>is IECLASS_RAWKEY</td></tr> <tr> <td> ie_Code</td><td>contains the next key up/down reports</td></tr> <tr> <td> ie_Qualifier</td><td>only the shift and numeric pad bits are set</td></tr> <tr> <td> ie_SubClass, ie_X, ie_Y, ie_TimeStamp</td><td>are not used, and set to zero</td></tr> </table> <p>RESULTS This function sets the error field in the IORequest, and fills the IORequest with the next keyboard events (but not partial events).</p>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	io_Device preset by the call to OpenDevice	io_Command	KBD_READEVENT	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	the size of the io_Data area in bytes: there are sizeof(inputEvent) bytes per input event.	io_Data	a buffer area to fill with input events. The fields of the input event are:	ie_NextEvent	links the events returned	ie_Class	is IECLASS_RAWKEY	ie_Code	contains the next key up/down reports	ie_Qualifier	only the shift and numeric pad bits are set	ie_SubClass, ie_X, ie_Y, ie_TimeStamp	are not used, and set to zero	<p>NAME KBD_READMATRIX - read the current keyboard key matrix</p> <p>FUNCTION This function reads the up/down state of every key in the key matrix.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr> <td>io_Device</td><td>io_Device preset by the call to OpenDevice</td></tr> <tr> <td>io_Command</td><td>KBD_READMATRIX</td></tr> <tr> <td>io_Flags</td><td>IOB_QUICK set if quick I/O is possible</td></tr> <tr> <td>io_Length</td><td>the size of the io_Data area in bytes: this must be big enough to hold the key matrix.</td></tr> <tr> <td>io_Data</td><td>a buffer area to fill with the key matrix: an array of bytes whose component bits reflect each keys state: the state of the key for keycode n is at bit (n MOD 8) in byte (n DIV 8) of this matrix.</td></tr> </table> <p>NOTE For V1.2/V1.3 Kickstart, io_Length must be set to exactly 13 bytes.</p> <p>RESULTS This function sets the error field in the IORequest, and sets matrix to the current key matrix.</p>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	io_Device preset by the call to OpenDevice	io_Command	KBD_READMATRIX	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	the size of the io_Data area in bytes: this must be big enough to hold the key matrix.	io_Data	a buffer area to fill with the key matrix: an array of bytes whose component bits reflect each keys state: the state of the key for keycode n is at bit (n MOD 8) in byte (n DIV 8) of this matrix.
io_Message	mn_ReplyPort set if quick I/O is not possible																																		
io_Device	io_Device preset by the call to OpenDevice																																		
io_Command	KBD_READEVENT																																		
io_Flags	IOB_QUICK set if quick I/O is possible																																		
io_Length	the size of the io_Data area in bytes: there are sizeof(inputEvent) bytes per input event.																																		
io_Data	a buffer area to fill with input events. The fields of the input event are:																																		
ie_NextEvent	links the events returned																																		
ie_Class	is IECLASS_RAWKEY																																		
ie_Code	contains the next key up/down reports																																		
ie_Qualifier	only the shift and numeric pad bits are set																																		
ie_SubClass, ie_X, ie_Y, ie_TimeStamp	are not used, and set to zero																																		
io_Message	mn_ReplyPort set if quick I/O is not possible																																		
io_Device	io_Device preset by the call to OpenDevice																																		
io_Command	KBD_READMATRIX																																		
io_Flags	IOB_QUICK set if quick I/O is possible																																		
io_Length	the size of the io_Data area in bytes: this must be big enough to hold the key matrix.																																		
io_Data	a buffer area to fill with the key matrix: an array of bytes whose component bits reflect each keys state: the state of the key for keycode n is at bit (n MOD 8) in byte (n DIV 8) of this matrix.																																		

<p>keyboard.device/KBD_RemResetHandler</p> <p>NAME KBD_RemResetHandler - remove a reset handler from the device</p> <p>FUNCTION Remove a function previously added to the list of handler functions.</p> <p>IO REQUEST</p> <table border="0"> <tr> <td>io_Message</td> <td>mn_ReplyPort set</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>KBD_RemResetHandler</td> </tr> <tr> <td>io_Data</td> <td>a pointer to the handler interrupt structure.</td> </tr> </table>	io_Message	mn_ReplyPort set	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	KBD_RemResetHandler	io_Data	a pointer to the handler interrupt structure.	<p>keyboard.device/KBD_ResetHandlerDone</p> <p>NAME KBD_ResetHandlerDone - indicate that reset can occur</p> <p>FUNCTION Indicate that reset cleanup associated with the handler has completed.</p> <p>IO REQUEST</p> <table border="0"> <tr> <td>io_Message</td> <td>mn_ReplyPort set</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>KBD_ResetHandlerDone</td> </tr> <tr> <td>io_Data</td> <td>a pointer to the handler interrupt structure.</td> </tr> </table>	io_Message	mn_ReplyPort set	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	KBD_ResetHandlerDone	io_Data	a pointer to the handler interrupt structure.
io_Message	mn_ReplyPort set																				
io_Device	preset by OpenDevice																				
io_Unit	preset by OpenDevice																				
io_Command	KBD_RemResetHandler																				
io_Data	a pointer to the handler interrupt structure.																				
io_Message	mn_ReplyPort set																				
io_Device	preset by OpenDevice																				
io_Unit	preset by OpenDevice																				
io_Command	KBD_ResetHandlerDone																				
io_Data	a pointer to the handler interrupt structure.																				

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narrator.device/OpenDevice

narrator.device/AbortIO

narrator.device/AbortIO

NAME

AbortIO - Abort an IO request

SYNOPSIS

AbortIO(iORequest)

A1

FUNCTION

Aborts a speech IO request. The request may be in the queue or currently active.

INPUTS

iORequest - pointer to the IORequest block of request to abort.

RESULTS

io_Error field of IORequest set to IOERR_ABORTED

BUGS

SEE ALSO

narrator.device/BeginIO, exec/io.h

<p>narrator.device/CloseDevice</p> <p>NAME CloseDevice - terminates access to the narrator device</p> <p>SYNOPSIS CloseDevice(iORequest) A1</p> <p>FUNCTION Close invalidates the io_Unit and io_Device fields in the IORequest, preventing subsequent IO until another OpenDevice. CloseDevice also reduces the open count. If the count goes to 0 and the expunge bit is set, the device is expunged. If the open count goes to zero and the delayed expunge bit is not set, CloseDevice sets the expunge bit.</p> <p>INPUTS iORequest- pointer to an IORequest block</p> <p>RESULTS The unit and device pointers of the IORequest block are invalidated.</p> <p>BUGS</p> <p>SEE ALSO narrator.device/OpenDevice, exec/io.h</p>	<p>narrator.device/CMD_FLUSH</p> <p>NAME CMD_FLUSH - Aborts all inprogress and queued requests</p> <p>FUNCTION Aborts all in-progress and queued speech requests.</p> <p>IO REQUEST io_Device set by OpenDevice io_Unit set by OpenDevice io_Command CMD_FLUSH</p> <p>RESULTS io_Error always cleared</p> <p>BUGS</p>	<p>narrator.device/CMD_FLUSH</p> <p>SEE ALSO exec.library/SendIO, exec.library/DoIO, exec/io.h</p>
---	---	--

narrator.device/CMD_READ	narrator.device/CMD_READ	narrator.device/CMD_RESET	narrator.device/CMD_RESET
<p>NAME CMD_READ - Return the next different mouth shape from an associated write.</p> <p>FUNCTION The read command of the narrator device returns mouth shapes to the user. The shape returned is guaranteed to be different from the previously returned shape (allowing updating to be done only when something has changed). Each read request is associated with a write request by the pseudo-unit number assigned by the OpenDevice call. Since the first structure in the read-mouth IOResult block (IORB) is a narrator (write) IORB, this association is easily made by copying the narrator IORB into the narrate_rb field to the read IORB. See the .h,.i files. If there is no write in progress or in the device input queue with the same pseudo-unit number as the read request, the read will be returned to the user with an error. This is also how the user knows that the write request has finished and that s/he should not issue any more reads. Note that in this case the mouth shapes may not be different from previously returned values.</p> <p>IO REQUEST with the narrator_rb structure copied from the associated write request except for: io_Message - message port for read request io_Command - CMD_READ io_Error - 0 width - 0 height - 0</p>	<p>NAME CMD_RESET - Reset the device to a known state</p> <p>FUNCTION Resets the device as though it has just been initialized. Aborts all read/write requests whether active or enqueued. Restarts device if it has been stopped.</p> <p>IO REQUEST io_Device set by OpenDevice io_Unit set by OpenDevice io_Command CMD_RESET</p> <p>RESULTS io_Error always cleared</p> <p>BUGS</p>	<p>SEE ALSO exec.library/SendIO, exec.library/DoIO, exec/io.h</p>	
<p>RESULTS IOResult block fields set: width - mouth width in millimeters/3.67 (division done for scaling) height - mouth height in millimeters shape - compressed form of mouth shapes (internal use only)</p> <p>BUGS</p> <p>SEE ALSO narrator.device/CMD_WRITE, exec.library/DoIO, exec.library/SendIO, exec/io.h</p>			

narrator.device/CMD_START	narrator.device/CMD_START	narrator.device/CMD_STOP	narrator.device/CMD_STOP
NAME	CMD_START - Restarts the device after CMD_STOP	NAME	CMD_STOP - Stops the device.
FUNCTION	CMD_START restarts the currently active speech (if any) and allows queued requests to start.	FUNCTION	CMD_STOP halts the currently active speech (if any) and prevents any queued requests from starting.
IO REQUEST		IO REQUEST	
io_Device	set by OpenDevice	io_Device	set by OpenDevice
io_Unit	set by OpenDevice	io_Unit	set by OpenDevice
io_Command	CMD_START	io_Command	CMD_STOP
RESULTS		RESULTS	
io_Error	always cleared	io_Error	always cleared
BUGS		BUGS	
SEE ALSO	exec.library/DoIO, exec.library/SendIO, exec/io.h	SEE ALSO	exec.library/DoIO, exec.library/SendIO, exec/io.h

narrator.device/CMD_WRITE**narrator.device/CMD_WRITE****NAME**

CMD_WRITE - Send speech request to the narrator device

FUNCTION

Performs the speech request. If there is an associated read request on the device input queue, write will remove it and return an initial mouth shape to the user.

Note: if you are going to be doing reads,
the mouths parameter must be set to 1.

IO REQUEST**narrator_rb request block:**

ch_masks	- array of audio channel selection masks (see audio device documentation for description of this field)
nm_masks	- number of audio channel selection masks
mouths	- 0 if no mouths are desired 1 if mouths are to be read
rate	- speaking rate
pitch	- pitch
mode	- pitch mode 0 if natural mode 1 if robotic mode
sex	- 0 if male - 1 if female
io_Message	- message port
io_Command	- CMD_WRITE
io_Data	- input string
io_Length	- length of input string

RESULTS

The function sets the **io_Error** field of the IORB. The **io_Actual** field is set to the length of the input string that was actually processed. If the return code indicates a phoneme error (**ND_PhonErr**), **io_Actual** is the position in the input string where the error occurred.

BUGS**SEE ALSO**

narrator.device/CMD_READ, **devices/narrator.h**
exec.library/DoIO, **exec.library/SendIO**, **exec/io.h**
Audio device documentation.

narrator.device/OpenDevice**NAME**

OpenDevice - open the narrator device.

SYNOPSIS

```
error = OpenDevice("narrator.device", 0, ioRequest, 0);
D0          A0          D0  A1          D1
```

FUNCTION

The **OpenDevice** routine grants access to the narrator device. **OpenDevice** checks the unit number, and if non-zero, returns an error (**ND_UnitErr**). If this is the first time the driver has been opened, **OpenDevice** will attempt to open the audio device and allocate the driver's static buffers. If either of these operations fail, an error is returned (see the .h,i files for possible error return codes). Next, **OpenDevice** (done for all opens, not just the first one) initializes the user's **IORequest** block (IORB). Default values for sex, rate, pitch, pitch mode, sampling frequency, and mouths are set in the appropriate fields of the IORB. Note that if users wish to use non-default values for these parms, the values must be set after the open is done. **OpenDevice** then assigns a pseudo-unit number to the IORB for use in synchronizing read and write requests. See the **CMD_READ** command for more details. Finally, **OpenDevice** stores the device node pointer in the IORB and clears the delayed expunge bit.

INPUTS

deviceName	- must be "narrator.device"
unitNumber	- must be 0
ioRequest	- a pointer to the user's IORequest block (need not be initialized)
flags	- not used

RESULTS

error - same as **io_Error** field of IORB

IORequest block fields set:

rate	- 150 words/minute
pitch	- 110 Hz
mode	- Natural
sex	- Male
mouths	- Off
sampfreq	- 22200
volume	- 64 (max)

BUGS**SEE ALSO**

narrator.device/OpenDevice, **narrator.device/CMD_READ**,
exec/io.h

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parallel.device/OpenDevice
parallel.device/PDCMD_QUERY
parallel.device/PDCMD_SETPARAMS

parallel.device/CMD_CLEAR

parallel.device/CMD_CLEAR

NAME

Clear -- clear the parallel port buffer

FUNCTION

This command just RTS's (no buffer to clear)

IO REQUEST

io_Message	mn ReplyPort initialized
io_Device	set by OpenDevice
io_Unit	set by OpenDevice
io_Command	CMD_CLEAR (05)

parallel.device/CMD_FLUSH	parallel.device/CMD_FLUSH	parallel.device/CMD_READ	parallel.device/CMD_READ																						
<p>NAME Flush -- clear all queued I/O requests for the parallel port</p> <p>FUNCTION This command purges the read and write request queues for the parallel device.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_FLUSH (08)</td> </tr> </table>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_FLUSH (08)	<p>NAME Read -- read input from parallel port</p> <p>FUNCTION This command causes a stream of characters to be read from the parallel I/O register. The number of characters is specified in io_Length.</p> <p>The parallel.device has no internal buffer; if no read request has been made, pending input (i.e. handshake request) is not acknowledged.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_READ (02)</td> </tr> <tr> <td>io_Flags</td> <td>If IOF_QUICK is set, driver will attempt Quick IO</td> </tr> <tr> <td>io_Length</td> <td>number of characters to receive.</td> </tr> <tr> <td>io_Data</td> <td>pointer where to put the data.</td> </tr> </table> <p>RESULTS io_Error -- if the Read succeeded, then io_Error will be null. If the Read failed, then io_Error will contain an error code.</p> <p>SEE ALSO parallel.device/PDCMD_SETPARAMS</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_READ (02)	io_Flags	If IOF_QUICK is set, driver will attempt Quick IO	io_Length	number of characters to receive.	io_Data	pointer where to put the data.		
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io_Data	pointer where to put the data.																								

parallel.device/CMD_RESET	parallel.device/CMD_RESET	parallel.device/CMD_START	parallel.device/CMD_START
<p>NAME Reset -- reinitializes the parallel device</p> <p>FUNCTION This command resets the parallel device to its freshly initialized condition. It aborts all I/O requests both queued and current and sets the device's flags and parameters to their boot-up time default values.</p> <p>IO REQUEST io_Message mn_ReplyPort initialized io_Device set by OpenDevice io_Unit set by OpenDevice io_Command CMD_RESET (01)</p> <p>RESULTS Error -- if the Reset succeeded, then io_Error will be null. If the Reset failed, then the io_Error will be non-zero.</p>		<p>NAME Start -- restart paused I/O over the parallel port</p> <p>FUNCTION This command restarts the current I/O activity on the parallel port by reactivating the handshaking sequence.</p> <p>IO REQUEST io_Message mn_ReplyPort initialized io_Device set by OpenDevice io_Unit set by OpenDevice io_Command CMD_START (07)</p> <p>SEE ALSO parallel.device/CMD_STOP</p>	

parallel.device/CMD_STOP	parallel.device/CMD_STOP	parallel.device/CMD_WRITE	parallel.device/CMD_WRITE																						
<p>NAME Stop -- pause current activity on the parallel device</p> <p>FUNCTION This command halts the current I/O activity on the parallel device by discontinuing the handshaking sequence.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_STOP (06)</td> </tr> </table> <p>SEE ALSO parallel.device/CMD_START</p> <p>BUGS Using any other parallel.device command will restart IO.</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_STOP (06)		<p>NAME Write -- send output to parallel port</p> <p>FUNCTION This command causes a stream of characters to be written to the parallel output register. The number of characters is specified in io_Length, unless -l is used, in which case output is sent until a zero byte in the data: note that this is independent of setting EOFMODE in io_ParFlags and using the PTermArray to terminate the write.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_WRITE (03)</td> </tr> <tr> <td>io_Flags</td> <td>If IOF_QUICK is set, driver will attempt Quick IO</td> </tr> <tr> <td>io_Length</td> <td>number of characters to transmit, or if set to -l send until zero byte encountered</td> </tr> <tr> <td>io_Data</td> <td>pointer to block of data to transmit</td> </tr> </table> <p>RESULTS io_Error -- If the Write succeeded, then io_Error will be null. If the Write failed, then io_Error will contain an error code.</p> <p>SEE ALSO parallel.device/PDCMD_SETPARAMS</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_WRITE (03)	io_Flags	If IOF_QUICK is set, driver will attempt Quick IO	io_Length	number of characters to transmit, or if set to -l send until zero byte encountered	io_Data	pointer to block of data to transmit	
io_Message	mn_ReplyPort initialized																								
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parallel.device/OpenDevice	parallel.device/OpenDevice	parallel.device/PDCMD_QUERY	parallel.device/PDCMD_QUERY																								
<p>NAME Open -- a request to open the parallel port</p> <p>SYNOPSIS <code>error = OpenDevice("parallel.device", unit, ioExtPar, flags)</code> D0 A0 D0 A1 D1</p>	<p>FUNCTION This is an exec call that starts up the parallel.device.</p> <p>This function allows the requestor software access to the parallel device. Unless the shared-access bit (bit 5 of io_ParFlags) is set, exclusive use is granted and no other access is allowed until the owner closes the device. The PTermArray of the ioExtPar is initialized only if the EOFMODE bit is set in io_ParFlags.</p> <p>INPUTS "parallel.device" - a pointer to literal string "parallel.device" unit - Must be zero for future compatibility ioExtPar - pointer to an IO Request block of structure IOExtPar to be initialized by the Open routine. (see devices/parallel.h for definition) The io_ParFlags field must be set as desired (see shared-access description, above). Note that this is not a standard IO Request structure. flags - Must be zero for future compatibility</p> <p>RESULTS d0 -- same as io_Error io_Error -- if the Open succeeded, then io_Error will be null. If the Open failed, then io_Error will be non-zero.</p> <p>SEE ALSO exec/CloseDevice</p>	<p>NAME Query -- query parallel port/line status</p> <p>FUNCTION This command return the status of the parallel port lines and registers.</p> <p>IO REQUEST io_Message must have mn_ReplyPort initialized io_Device set by OpenDevice io_Unit set by OpenDevice io_Command PDCMD_QUERY (09)</p> <p>RESULTS</p> <table> <thead> <tr> <th>io_Status</th> <th>BIT</th> <th>ACTIVE</th> <th>FUNCTION</th> </tr> </thead> <tbody> <tr> <td></td> <td>0</td> <td>high</td> <td>printer busy toggle (offline)</td> </tr> <tr> <td></td> <td>1</td> <td>high</td> <td>paper out</td> </tr> <tr> <td></td> <td>2</td> <td>high</td> <td>printer selected on the A1000</td> </tr> <tr> <td></td> <td>3</td> <td>-</td> <td>printer selected & serial "Ring Indicator" on the A500/A2000</td> </tr> <tr> <td></td> <td>4-7</td> <td>-</td> <td>Use care when making cables. read=0,write=1 reserved</td> </tr> </tbody> </table> <p>BUGS In a earlier version of this AutoDoc, BUSY and PSEL were reversed. The function has always been correct.</p>	io_Status	BIT	ACTIVE	FUNCTION		0	high	printer busy toggle (offline)		1	high	paper out		2	high	printer selected on the A1000		3	-	printer selected & serial "Ring Indicator" on the A500/A2000		4-7	-	Use care when making cables. read=0,write=1 reserved	<p>NAME PDCMD_QUERY</p>
io_Status	BIT	ACTIVE	FUNCTION																								
	0	high	printer busy toggle (offline)																								
	1	high	paper out																								
	2	high	printer selected on the A1000																								
	3	-	printer selected & serial "Ring Indicator" on the A500/A2000																								
	4-7	-	Use care when making cables. read=0,write=1 reserved																								

NAME

SetParams -- change parameters for the parallel device

FUNCTION

This command allows the caller to change parameters for the parallel port device. It will disallow changes if any reads or writes are active or queued. The PARB_EOFMODE bit of io_ParFlags controls whether the io_PTermArray is to be used as an additional termination criteria for reads and writes. It may be set directly without a call to SetParams, setting it here performs the additional service of copying the PTermArray into the device default array which is used as the initial array for subsequent device opens. The Shared bit can be changed here, and overrides the current device access mode set at OpenDevice time.

IO REQUEST

io_Message mn_ReplyPort initialized

io_Device preset by OpenDevice

io_Unit preset by OpenDevice

io_Command PDCMD_SETPARAMS (0A)

NOTE that the following fields of your IORequest are filled by Open to reflect the parallel device's current configuration.

io_PExtFlags must be set to zero, unless used

io_ParFlags see definition in parallel.i or parallel.h

NOTE that x00 yields exclusive access, termarray inactive.

io_PTermArray ASCII descending-ordered 8-byte array of termination characters. If less than 8 chars used, fill out array w/lowest valid value.

Terminators are used only if EOFMODE bit of io_ParFlags is set. (e.g. x512F0403030303)

This field is filled on OpenDevice only if the EOFMODE bit is set.

RESULTS

io_Error -- if the SetParams succeeded, then io_Error will be null.

If the SetParams failed, then io_Error will be non-zero.

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printer.device/PRD_PRTCOMMAND
printer.device/PRD_QUERY
printer.device/PRD_RAWWRITE
printer.device/PWrite

printer.device/CMD_FLUSH**printer.device/CMD_FLUSH**

NAME
CMD_FLUSH - abort all I/O requests (immediate)

FUNCTION
CMD_FLUSH aborts all stopped I/O at the unit.

IO REQUEST
io_Message mn_ReplyPort set if quick I/O is not possible
io_Device preset by the call to OpenDevice
io_Command CMD_FLUSH
io_Flags IOB_QUICK set if quick I/O is possible

printer.device/CMD_INVALID	printer.device/CMD_INVALID	printer.device/CMD_RESET	printer.device/CMD_RESET														
<p>NAME CMD_INVALID - invalid command</p> <p>FUNCTION CMD_INVALID is always an invalid command, and sets the device error appropriately.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Command</td> <td>CMD_INVALID</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> </table>	io_Message	mn ReplyPort set if quick I/O is not possible	io_Command	CMD_INVALID	io_Flags	IOB_QUICK set if quick I/O is possible		<p>NAME CMD_RESET - reset the printer</p> <p>FUNCTION CMD_RESET resets the printer device without destroying handles to the open device.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Device</td> <td>preset by the call to OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_RESET</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> </table>	io_Message	mn ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Command	CMD_RESET	io_Flags	IOB_QUICK set if quick I/O is possible	
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io_Device	preset by the call to OpenDevice																
io_Command	CMD_RESET																
io_Flags	IOB_QUICK set if quick I/O is possible																

printer.device/CMD_START	printer.device/CMD_START	printer.device/CMD_STOP	printer.device/CMD_STOP																
<p>NAME CMD_START - restart after stop (immediate)</p> <p>FUNCTION CMD_START restarts the unit after a stop command.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Device</td> <td>preset by the call to OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_START</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Command	CMD_START	io_Flags	IOB_QUICK set if quick I/O is possible		<p>NAME CMD_STOP - pause current and queued I/O requests (immediate)</p> <p>FUNCTION CMD_STOP pauses all queued requests for the unit, and tries to pause the current I/O request. The only commands that will be subsequently allowed to be performed are immediate I/O requests, which include those to start, flush, and finish the I/O after the stop command.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Device</td> <td>preset by the call to OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_STOP</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Command	CMD_STOP	io_Flags	IOB_QUICK set if quick I/O is possible	
io_Message	mn_ReplyPort set if quick I/O is not possible																		
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io_Device	preset by the call to OpenDevice																		
io_Command	CMD_STOP																		
io_Flags	IOB_QUICK set if quick I/O is possible																		

printer.device/CMD_WRITE	printer.device/CMD_WRITE	aSHORP4 aSHORP3 aSHORP6 aSHORP5	ESC[4w ESC[3w ESC[6w ESC[5w	condensed on condensed off enlarged on enlarged off
NAME	CMD_WRITE -- send output to the printer	aDEN6 aDEN5 aDEN4 aDEN3 aDEN2 aDEN1	ESC[6"z ESC[5"z ESC[4"z ESC[3"z ESC[2"z ESC[1"z	shadow print on shadow print off doublestrike on doublestrike off Near Letter Quality (NLQ) on NLQ off
FUNCTION	This function causes a buffer of characters to be written to the current printer port (usually parallel or serial). The number of characters is specified in io_length, unless -l is used, in which case output is sent until a 0x00 is encountered.	aSUS2 aSUS1 aSUS4 aSUS3 aSUS0	ESC[2v ESC[1v ESC[4v ESC[3v ESC[0v	superscript on superscript off subscript on subscript off normalize the line
The Printer device, like the Console device, maps ANSI X3.64 style 7-bit printer control codes to the control code set of the current printer. The ANSI codes supported can be found below.		aPLU aPLD	ESCL ESCK	partial line up partial line down
NOTES	Not all printers will support all functions. In particular you may not assume that the MARGINS or TABS can be set. Close to half the supported printers don't fully implement one or the other. If you want the features of margins or tabs you will need to fake it internally by sending out spaces.	aFNT0 aFNT1 aFNT2 aFNT3 aFNT4 aFNT5 aFNT6 aFNT7 aFNT8 aFNT9 aFNT10	ESC(B ESC(R ESC(K ESC(A ESC(E ESC(H ESC(Y ESC(Z ESC(J ESC(6 ESC(C	US char set (default) French char set German char set UK char set Danish I char set Sweden char set Italian char set Spanish char set Japanese char set Norweign char set Danish II char set
Note that the printer device may have already sent out a "set margins" command to the printer. If you are faking your own margins, be sure to cancel the old ones first. (use the "aCAM" command)	Defaults are set up so that if a normal AmigaOS text file is sent to PRT:, it has the greatest chance of working. (AmigaOS text files are defined as follows: tabs - every 8 CR (0xD) - moves to start of current line LF (0xA) - moves to start of next line	aPROP2 aPROP1 aPROPO aTSS aJFY5 aJFY7 aJFY6 aJFY0 aJFY3 aJFY1	ESC[2p ESC[1p ESC[0p ESC[n E ESC[5 F ESC[7 F ESC[6 F ESC[0 F ESC[3 F ESC[1 F	proportional on proportional off proportional clear set proportional offset auto left justify auto right justify auto full justify auto justify off letter space (justify) word fill(auto center)
IO REQUEST	io_Message mn_ReplyPort set io_Device preset by OpenDevice io_Unit preset by OpenDevice io_Command CMD_WRITE io_Length number of characters to process, or if -l, process until 0x00 encountered io_Data pointer to block of data to process	aVERP0 aVERP1 aSLPP aPERF aPERFO	ESC[0z ESC[1z ESC[nt ESC[nq ESC[0q	1/8" line spacing 1/6" line spacing set form length n set perforation skip to n lines (n>0) perforation skip off
RESULTS	io_Error : if CMD_WRITE succeeded, then io_Error will be zero. Otherwise io_Error will be non-zero.	aLMS aRMS aTMS aBMS aSTRM aSLRM aCAM	ESC#9 ESC#0 ESC#8 ESC#2 ESC[Pn1;Pn2r ESC[Pn1;Pn2s ESC#3	Left margin set Right margin set Top margin set Bottom margin set set T&B margins set L&R margin Clear margins
SEE ALSO	printer.h, parallel.device, serial.device, Preferences	aHTS aVTS aTBC0 aTBC3 aTBC1 aTBC4 aTBSCALL aTBSSALL	ESCH ESCJ ESC[0g ESC[3g ESC[lg ESC[4g ESC#4 ESC#5	Set horiz tab Set vertical tabs Clr horiz tab Clear all h tab Clr vertical tabs Clr all v tabs Clr all h & v tabs Set default tabs (every 8)
ANSI X3.64 style COMMANDS		aEXTEND	ESC[Pn"x	Extended commands This is a mechanism for printer drivers to support extra commands which can be called by ANSI control sequences
ARIS ESCc ARIN ESC#1 AIND ESCD ANEL ESCE aRI ESCM	hard reset initialize to defaults true linefeed (lf) return,lf reverse lf *	aRAW	ESC[Pn"r	Next 'Pn' chars are raw (ie. they are not parsed by the printer device, instead they
asGR0 ESC[0m asGR3 ESC[3m asGR23 ESC[23m asGR4 ESC[4m asGR24 ESC[24m asGR1 ESC[1m asGR22 ESC[22m asFC SGR30-39 asBC SGR40-49	normal character set italics on italics off underline on underline off boldface on boldface off set foreground color set background color			
aSHORP0 ESC[0w aSHORP2 ESC[2w aSHORP1 ESC[1w	normal pitch elite on elite off			

are sent directly to the printer.

(*) indicates that sending this command may cause unexpected results on a large number of printers.

printer.device/PRD_DUMPRPORT	printer.device/PRD_DUMPRPORT
	<p>NAME PRD_DUMPRPORT - dump the specified RastPort to a graphics printer.</p> <p>FUNCTION Print a rendition of the supplied RastPort, using the supplied ColorMap, position and scaling information, as specified in the printer preferences.</p>
	<p>IO REQUEST</p> <p>io_Message io_Command io_Flags io_RastPort io_ColorMap io_Modes io_SrcX io_SrcY io_SrcWidth io_SrcHeight io_DestCols io_DestRows io_Special</p> <p>mn_ReplyPort set if quick I/O is not possible. PRD_DUMPRPORT. IOB QUICK set if quick I/O is possible. ptr to a RastPort. ptr to a ColorMap. the 'modes' flag from a ViewPort structure, (the upper word is reserved and should be zero). x offset into the RastPort to start printing from. y offset into the RastPort to start printing from. width of the RastPort to print (from io_SrcX). height of the RastPort to print (from io_SrcY). width of the printout in printer pixels. height of the printout in printer pixels. flag bits (some of which pertain to DestCols and DestRows). -if SPECIAL_MIL is set, then the associated parameter is specified in thousandths of an inch on the printer. ie. if DestCols = 8000, DestRows = 10500 and SPECIAL_MILROWS and SPECIAL_MILCOLS is set then the printout would be 8.000 x 10.500 inches. -if SPECIAL_FULL is set, then the specific dimension is set to the maximum possible as determined by the printer limits or the configuration limits; whichever is less. -if SPECIAL_FRAC is set, the parameter is taken to be a longword binary fraction of the maximum for that dimension. -if all bits for a dimension are clear, (ie. SPECIAL_MIL/FULL/FRAC and ASPECT are NOT set) then the parameter is specified in printer pixels. -if SPECIAL_CENTER is set then the image will be put between the left and right edge of the paper. -if SPECIAL_ASPECT is set, one of the dimensions may be reduced/expanded to preserve the aspect ratio of the print. -SPECIAL_DENSITY(1-7) this allows for a maximum of 7 different print densities. DENSITY1 is the lowest density and the default. -SPECIAL_NOFORMFEED - this allows for the mixing of text and graphics or multiple graphic dumps on page oriented printers (usually laser jet printers). When this flag is set the page will not be ejected after a graphic dump. If you perform another graphic dump without this flag set OR close the printer after printing text after a graphic dump, the page will be ejected. -if SPECIAL_TRUSTME is set then the printer specific driver is instructed to not issue a reset command before and after the dump. If this flag is NOT checked by the printer specific driver then setting this flag has no effect. Since we now recommend that printer driver writers no longer issue a reset command it is probably a safe idea to always set this flag when calling for a dump. -if SPECIAL_NOPRINT is set then the following is done: Compute print size, set 'io_DestCols' and 'io_DestRows' in the calling program's 'IODRPRReq' structure and exit, DON'T PRINT. This allows the calling program to see what the final print size would be in printer pixels. Note that it modifies</p>

the 'io_DestCols' and 'io_DestRows' fields of your 'IODRReq' structure. It also sets the print density and updates the 'MaxXdots', 'MaxYDots', 'XDotsInch', and 'YDotsInch' fields of the 'PrinterExtendedData' structure.

There following rules for the interpretation of io_DestRows and io_DestCols that may produce unexpected results when they are not greater than zero and io_Special is zero. They have been retained for compatibility. The user will not trigger these other rules with well formed usage of io_Special.

When io_Special is equal to 0, the following rules (from the V1.1 printer.device, and retained for compatibility reasons) take effect. Remember, these special rules are for io_DestRows and io_DestCols and only take effect if io_Special is 0).

- a) DestCols>0 & DestRows>0 - use as absolute values. ie. DestCols=320 & DestRows=200 means that the picture will appear on the printer as 320x200 dots.
- b) DestCols=0 & DestRows>0 - use the printers maximum number of columns and print DestRows lines. ie. if DestCols=0 and DestRows=200 than the picture will appear on the printer as wide as it can be and 200 dots high.
- c) DestCols=0 & DestRows=0 - same as above except the driver determines the proper number of lines to print based on the aspect ratio of the printer. ie. This results in the largest picture possible that is not distorted or inverted. Note: As of this writing, this is the call made by such program as DeluxePaint, GraphicCraft, and AegisImages.
- d) DestCols>0 & DestRows=0 - use the specified width and the driver determines the proper number of lines to print based on the aspect ratio of the printer. ie. if you desire a picture that is 500 pixels wide and aspect ratio correct, use DestCols=500 and DestRows=0.
- e) DestCols<0 or DestRows<0 - the final picture is either a reduction or expansion based on the fraction $|DestCols| / DestRows$ in the proper aspect ratio.

Some examples:

- 1) if DestCols=-2 & DestRows=1 then the printed picture will be 2x the AMIGA picture and in the proper aspect ratio. (2x is derived from $|-2| / 1$ which gives 2.0)
- 2) if DestCols=-1 & DestRows=2 then the printed picture will will be 1/2x the AMIGA picture in the proper aspect ratio. (1/2x is derived from $-1 / 2$ which gives 0.5)

NOTES

The printer selected in preferences must have graphics capability to use this command. The error 'PDERR_NOTGRAPHICS' is returned if the printer can not print graphics.

Color printers may not be able to print black and white or greyscale pictures -- specifically, the Okimate 20 cannot print these with a color ribbon: you must use a black ribbon instead. If the printer has an input buffer option, use it. If the printer can be uni or bi directional, select uni-directional; this produces a much cleaner picture. Most printer drivers will attempt to set unidirectional printing if it is possible under software control.

Please note that the width and height of the printable area on the printer is in terms of pixels and bounded by the following:

- a) WIDTH = (RIGHT_MARGIN - LEFT_MARGIN + 1) / CHARACTERS_PER_INCH
- b) HEIGHT = LENGTH / LINES_PER_INCH

Margins are set by preferences.

For BGR printer support, the YMC values in the printer specific render.c functions equate to BGR respectively, ie. yellow is blue, magenta is green, and cyan is red.

The printer specific and non-specific data structures can be read ONCE you have opened the printer device. Here is a code fragment to illustrate how to do just that.

```
#include <exec/types.h>
#include <devices/printer.h>
#include <devices/prtbase.h>
#include <devices/prtgfx.h>

struct IODRReq PReq;
struct PrinterData *PD;
struct PrinterExtendedData *PED;

open the printer device / if it opened...
if (OpenDevice("printer.device", 0, &PReq, 0) == NULL) {
    get pointer to printer data
    PD = (struct PrinterData *)PReq.io_Device;
    get pointer to printer extended data
    PED = &PD->pd_SegmentData->ps_PED;
    let's see what's there
    printf("PrinterName = '%s', Version=%u, Revision=%u\n",
          PED->ped_PrinterName, PD->pd_SegmentData->ps_Version,
          PD->pd_SegmentData->ps_Revision,);
    printf("PrinterClass=%u, ColorClass=%u\n",
          PED->ped_PrinterClass, PED->ped_ColorClass);
    printf("MaxColumns=%u, NumCharSets=%u, NumRows=%u\n",
          PED->ped_MaxColumns, PED->ped_NumCharSets, PED->ped_NumRows);
    printf("MaxXDots=%lu, MaxYDots=%lu, XDotsInch=%u, YDotsInch=%u\n",
          PED->ped_MaxXDots, PED->ped_MaxYDots,
          PED->ped_XDotsInch, PED->ped_YDotsInch);
    CloseDevice(&PReq);
}
```

Preferences

If you want the user to be able to access the printer preferences items without having to run preferences (like DPAINT II's printer requestor), here is what you do. You can look at the printer's copy of preferences by referring to 'PD->pd_Preferences' (the printer device MUST already be opened at this point). After you have this you could put up a requestor and allow the user to change whatever parameters they wanted.
BEAR IN MIND THAT YOU ARE RESPONSIBLE FOR RANGE CHECKING THESE SELECTIONS! Listed below are the printer preferences items and their valid values.

PrintPitch	- PICA, ELITE, FINE.
PrintQuality	- DRAFT, LETTER.
PrintSpacing	- SIX_LPI, EIGHT_LPI.
PrintLeftMargin	- 1 to PrintRightMargin.
PrintRightMargin	- PrintLeftMargin to 999.
PaperLength	- 1 to 999.
PrintImage	- IMAGE_POSITIVE, IMAGE_NEGATIVE.
PrintAspect	- ASPECT_HORIZ, ASPECT_VERT.
PrintShade	- SHADE_BW, SHADE_GREYSCALE, SHADE_COLOR.
PrintThreshold	- 1 to 15.
PrintFlags	- CORRECT_RED, CORRECT_GREEN, CORRECT_BLUE, CENTER_IMAGE, IGNORE_DIMENSIONS, BOUNDED_DIMENSIONS, ABSOLUTE_DIMENSIONS, PIXEL_DIMENSIONS, MULTIPLY_DIMENSIONS, INTEGER_SCALING, ORDERED_DITHERING, HALFTONE_DITHERING, FLOYD_DITHERING, ANTI_ALIAS, GREY_SCALE2
PrintMaxWidth	- 0 to 65535.
PrintMaxHeight	- 0 to 65535.
PrintDensity	- 1 to 7.
PrintXOffset	- 0 to 255.

Asynchronous I/O

The recommended way to do asynchronous i/o is...

a) To send requests for i/o.

```
struct IORequest *ioreq;
struct MsgPort *port;
UBYTE signal;

port = ioreq->io_Message.mn_ReplyPort;
signal = port->mp_SigBit;

SendIO(ioreq); send request
Wait(signal); wait for completion (go to sleep)
while ((Msg = GetMsg(port)) != NULL) { get ALL messages
}
```

b) To abort a previous request for i/o.

```
struct IORequest *ioreq;

AbortIO(ioreq); abort request
WaitIO(ioreq); wait for reply

at this point you can re-use 'ioreq'.
```

Note that in the above examples 'ioreq' could be any one of...

- a) struct IOSdReq a standard i/o request
- b) struct IODRPReq a dumperport i/o request
- c) struct IOPrtCmdReq a printer command i/o request

It is recommend that you do asynchronous i/o in your programs and give the user a way of aborting all requests.

V1.3 Printer Driver Notes

In general densities which use more than one pass should only be used for B&W shade dumps. They can be used for Grey-Scale or Color Shade dumps BUT the output may tend to look muddy or dark. Also multiple pass Color dumps tend to dirty or smear the ribbon (ie. yellow will get contaminated with the other colors on the ribbon; you've been warned).

Alphacom_AlphaPro_101

- 1. Daisywheel printer (text only).

Brother_HR-15XL

- 1. Daisywheel printer (text only).

CalComp_ColorMaster

- 1. Thermal transfer b&w/color printer (text and graphics).
- 2. Use Black ribbon for non-color dumps; Color ribbon for color dumps.
- 3. Linefeeds # of vertical dots printed.
- 4. Densitie(s) supported are 203x200(1) dpi.
- 5. This is a dual printer driver. Select a PaperSize of 'Narrow Tractor' for use with the ColorMaster; 'Wide Tractor' for use with the ColorView-5912 (which uses 11 x 17 inch paper).

CalComp_ColorMaster2

- 1. Thermal transfer b&w/color printer (text and graphics).
- 2. Use Black ribbon for non-color dumps; Color ribbon for color dumps.
- 3. Linefeeds # of vertical dots printed.
- 4. Densitie(s) supported are 203x200(1) dpi.
- 5. This is a dual printer driver. Select a PaperSize of 'Narrow Tractor' for use with the ColorMaster; 'Wide Tractor' for use with the ColorView-5912 (which uses 11 x 17 inch paper).
- 6. This driver is the same as the Calcomp_ColorMaster driver EXCEPT it is approximately 2 times faster (during color dumps) and requires LOTS of memory (up to 1,272,003 bytes for a full 8 x 10 inch (1600 x 2000 dot)

color dump). Typically full-size (color) dumps are 1600 x 1149 dots and require 730,767 bytes. Memory requirements for the ColorView-5912 are up to 2,572,803 bytes for a full 10 x 16 inch (2048 x 3200 dot) color dump. Typically full-size (color) dumps are 2048 x 2155 dots and require 1,732,623 bytes. The memory requirements are 1/3 when doing a non-color printout (on both the ColorMaster and ColorView).

Canon_PJ-1080A

- 1. Ink jet b&w/color printer (text and graphics).
- 2. Linefeeds # of vertical dots printed.
- 3. Densitie(s) supported are 83x84(1) dpi.

CBM_MPS1000

- 1. Dot matrix b&w printer (text and graphics).
- 2. Linefeeds # of vertical dots printed (-1/3 dot if PaperType = Single). *2
- 3. Density XDPY YDPY XYDPY Comments
 - 1 120 72 8640
 - 2 120 144 17280 two pass *1
 - 3 240 72 17280
 - 4 120 216 25920 three pass
 - 5 240 144 34560 two pass *1
 - 6 240 216 51840 three pass *1
 - 7 same as 6

Diablo_630

- 1. Daisywheel printer (text only).

Diablo_Advantage_D25

- 1. Daisywheel printer (text only).

Diablo_C-150

- 1. Ink jet b&w/color printer (text and graphics).
- 2. Always linefeeds 4 dots (limitation of printer).
- 3. A PaperSize of 'Wide Tractor' selects a maximum print width of 8.5 inches (for wide roll paper).
- 5. Densitie(s) supported are 120x120(1) dpi.

EpsonQ (24-pin Epson compatible)

- 1. Dot matrix b&w/color printer (text and graphics).
- 2. Drives all EpsonQ (LQ1500, LQ2500, etc.) compatible printers.
- 3. Linefeeds # of vertical dots printed.
- 4. Density XDPY YDPY XYDPY Comments
 - 1 90 180 16200
 - 2 120 180 21600
 - 3 180 180 32400
 - 4 360 180 64800 *1
 - 5,6,7 same as 4
- 5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.6 inches (for wide carriage printers).
- 6. A PaperType of 'Single' uses only 16 of the 24 pins, whereas a PaperType of 'Fanfold' uses all 24 pins. The 'Single' option is useful for those printers which have a weak power supply and cannot drive all 24 pins continuously. If during a single pass of the print head you notice that the top two thirds of the graphics are darker than the bottom one third then you'll probably need to drop down to 16 pins.

EpsonX[CBM_MPS-1250] (8/9-pin Epson compatible)

- 1. Dot matrix b&w/color printer (text and graphics).
- 2. Drives all EpsonX (EX/FX/JX/LX/MX/RX, etc.) compatible printers.
- 3. Linefeeds # of vertical dots printed (-1/3 dot if PaperType = Single). *2
- 4. Density XDPY YDPY XYDPY Comments
 - 1 120 72 8640
 - 2 120 144 17280 two pass *1
 - 3 240 72 17280
 - 4 120 216 25920 three pass

5	240	144	34560	two pass	*1
6	240	216	51840	three pass	*1
7	same as 6				

5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.6 inches (for wide carriage printers).
 6. Use this driver if you own a CBM MPS-1250 (as it is EpsonX compatible).

EpsonXOld (8/9-pin Epson compatible)

1. Dot matrix b&w printer (text and graphics).
 2. Drives all very old EpsonX (EX/FX/JX/LX/MX/RX, etc.) compatible printers.

3. Linefeeds # of vertical dots printed.

4. Density XDPY YDPY XYDPY Comments

1	60	72	4320	
2	120	72	8640	(double speed) *1
3	120	72	8640	
4	240	72	17280	
5	120	72	8640	(for use on old Star printers)
6	240	72	17280	(for use on old Star printers) *1
7	240	72	17280	(same as density 4) *1

5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.6 inches (for wide carriage printers).
 6. Use this driver if the EpsonX driver doesn't work properly in graphics or text mode on your EpsonX compatible printer.

generic

1. Text only printer.

Howtek_Pixelmaster

1. Plastic ink jet b&w/color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.

3. Density XDPY YDPY XYDPY Comments

1	80	80	6400	
2	120	120	14400	
3	160	160	25600	
4	240	240	57600	
5,6,7	same as 4			

4. Maximum print area is 8.0 x 10.0 inches.

HP_DeskJet

1. Ink jet non-color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.

3. Density XDPY YDPY XYDPY Comments

1	75	75	5625	
2	100	100	10000	
3	150	150	22500	
4	300	300	90000	
5,6,7	same as 4			

4. Maximum print area is 8.0 x 10.0 inches.

HP_LaserJet (LaserJet+/LaserJetII compatible)

1. Laser engine non-color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.

3. Density XDPY YDPY XYDPY Comments

1	75	75	5625	
2	100	100	10000	
3	150	150	22500	
4	300	300	90000	
5,6,7	same as 4			

4. Maximum print area is 8.0 x 10.0 inches.

HP_PaintJet

1. Ink jet b&w/color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.
 3. Densitie(s) supported are 180x180(1) dpi.

HP_ThinkJet

1. Ink jet non-color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.
 3. Density XDPY YDPY XYDPY Comments

1	96	96	9216	
2	192	96	18432	
3,4,5,6,7	same as 4			

Imagewriter II (Imagewriter compatible)

1. Dot matrix b&w/color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.
 3. Density XDPY YDPY XYDPY Comments

1	80	72	5760	
2	120	72	8640	
3	144	72	10368	
4	160	72	11520	
5	120	144	17280	two pass
6	144	144	20736	two pass
7	160	144	23040	two pass

Nec_Pinwriter (24-wire Pinwriter compatible (P5/P6/P7/P9/P2200))

1. Dot matrix b&w/color printer (text and graphics).
 2. Drives all Nec 24-wire Pinwriter compatible printers.
 3. Linefeeds # of vertical dots printed.

4. Density XDPY YDPY XYDPY Comments

1	90	180	16200	
2	120	180	21600	
3	180	180	32400	
4	120	360	43200	two pass
5	180	360	64800	two pass
6	360	180	64800	
7	360	360	129600	two pass

5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.6 inches (for wide carriage printers).

Okidata_92

1. Dot matrix non-color printer (text and graphics).
 2. Always linefeeds 7/72 inch (limitation of printer in graphics mode).
 3. Densitie(s) supported are 72x72 dpi.

Okidata_293I

1. Dot matrix b&w/color printer (text and graphics).
 2. Drives 292 or 293 using the IBM interface module.
 3. Linefeeds # of vertical dots printed (-1/2 dot if PaperType = Single) *3
 4. Density XDPY YDPY XYDPY Comments

1	120	144	17280	
2	240	144	34560	
3	120	288	34560	two pass
4	240	288	69120	two pass
5,6,7	same as 4			

5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.6 inches (for wide carriage printers).

Okimate-20

1. Thermal transfer b&w/color printer (text and graphics).
 2. Use Black ribbon for non-color dumps; Color ribbon for color dumps.
 3. Linefeeds an even # of dots printed. (ie. if 3 printed, 4 advanced).
 4. Densitie(s) supported are 120x144(1) dpi.

Quadram_QuadJet

1. Ink jet b&w/color printer (text and graphics).
 2. Linefeeds # of vertical dots printed.
 3. Densitie(s) supported are 83x84(1) dpi.

Qume_LetterPro_20

1. Daisywheel printer (text only).

Seiko_5300

1. Thermal transfer b&w/color printer (graphics only).
2. Use Black ribbon for non-color dumps; Color ribbon for color dumps.
3. Density XDPI YDPI XYDPI Comments

1	152	152	23104	drives CH-5301 printer
2	203	203	41209	drives CH-5312 printer
3	240	240	57600	drives CH-5303 printer
4, 5, 6, 7	same as 3			

You must select the proper density to drive the specific printer that you have.
4. This driver is not on the V1.3 Workbench or Extras disk. It is available on BIX and directly from Seiko.

Seiko_5300a

1. Thermal transfer b&w/color printer (graphics only).
2. Use Black ribbon for non-color dumps; Color ribbon for color dumps.
3. Density XDPI YDPI XYDPI Comments

1	152	152	23104	drives CH-5301 printer
2	203	203	41209	drives CH-5312 printer
3	240	240	57600	drives CH-5303 printer
4, 5, 6, 7	same as 3			

You must select the proper density to drive the specific printer that you have.
4. This driver is the same as the Seiko_5300 driver EXCEPT it is approximately 2 times faster (during color dumps) and requires LOTS of memory (up to 1,564,569 bytes for a full 8 x 10 inch (1927 x 2173 dot) color dump). Typically full-size (color) dumps are 1927 x 1248 dots and require 898,569 bytes. The memory requirements are 1/3 when doing a non-color printout.
5. This driver is not on the V1.3 Workbench or Extras disk. It is available on BIX and directly from Seiko.

Tektronix_4693D

1. Thermal transfer b&w/color printer (graphics only).
2. Densitie(s) supported are 300x300(1) dpi
3. Due to the way the printer images a picture none of the printer preferences options affect the printout with the following exceptions:
 a)Aspect - Horizontal, Vertical
 b)Shade - B&W, Grey_Scale, Color
 ...as a result of this only full size pictures can be printed.
4. Keypad menu option 3b COLOR ADJUSTMENT may be set from the keypad. For normal prints this option should be set to "do not adjust".
5. Keypad menu option 3d VIDEO COLOR CORRECTION may be set from the keypad. For normal prints this option should be set to "do not adjust".
6. Keypad menu option 5 BACKGROUND COLOR EXCHANGE may be set from the keypad. For normal prints this option should be set to "print colors as received".
7. Once a picture has been printed additional copies may be printed without resending by using the printers keypad.
8. This driver is not on the V1.3 Workbench or Extras disk. It is available on BIX and directly from Tektronix.

Tektronix_4696

1. Ink jet b&w/color printer (text and graphics).
2. Always linefeeds 4 dots (limitation of printer).
3. Densities supported are 121x120(1), 242x120(black)(2) and 242x120(color)(3).
 Selecting a density of 2 or higher really doesn't give you true 242 dpi resolution since the printer only has 121 x dots per inch.
 Instead this mode tells the printer to go into its double pass mode. Here, it outputs a line of dots at 121 dpi; and outputs the line again (shifted to the right by 1/242 of an inch). This produces much more vibrate colors and gives the illusion of more resolution. One drawback is that large areas of solid colors (red, green, and blue specifically) tend to over-saturate the paper with ink. Density1 outputs all colors

in one pass. Density 2 does a double pass on black. Density 3 does a double pass on all colors. Density 1 to 3 correspond to the printer's graphics printing modes 1 to 3 (respectively).

4. This driver is not on the V1.3 Workbench or Extras disk. It is available on BIX and directly from Tektronix.
5. A PaperSize of 'Wide Tractor' selects a maximum print width of 9.0 inches (for wide roll paper).

Toshiba_P351C (24-pin Toshiba compatible)

1. Dot matrix b&w/color printer (text and graphics).
2. Drives all Toshiba_P351C compatible printers.
3. Linefeeds # of vertical dots printed.
4. Density XDPI YDPI XYDPI Comments

1	180	180	32400	
2	360	180	64800	
3,4,5,6,7	same as 2			
5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.5 inches (for wide carriage printers).

Toshiba_P351SX (24-pin Toshiba compatible)

1. Dot matrix b&w/color printer (text and graphics).
2. Drives all Toshiba_P351SX (321SL, 321SLC, 341SL) compatible printers.
3. Linefeeds # of vertical dots printed.
4. Density XDPI YDPI XYDPI Comments

1	180	180	32400	
2	360	180	64800	
3	180	360	64800	two pass
4	360	360	129600	two pass
5,6,7	same as 4			
5. A PaperSize of 'Wide Tractor' selects a maximum print width of 13.5 inches (for wide carriage printers).

Xerox_4020

1. Ink jet b&w/color printer (text and graphics).
2. Always linefeeds 4 dots (limitation of printer).
3. This driver is IDENTICAL to the Diablo_C-150 driver EXCEPT it outputs all black dots TWICE. This is a special feature of this printer and produces much more solid, darker black shades. Please note that some printing time overhead results from this feature; if you don't want it use the Diablo_C-150 driver.
4. Densities supported are 121x120(1) and 242x240(2) dpi.
 Selecting a density of 2 or higher really doesn't give you true 240 dpi resolution since the Xerox_4020 only has 121 x dots per inch.
 Instead this mode tells the printer to go into its pseudo 240 dpi mode. Here, it outputs a line of dots at 121 dpi; moves the paper up 1/240 of an inch and outputs the line again (shifted to the right by 1/240 of an inch). This produces much more vibrate colors and gives the illusion of more resolution. One drawback is that large areas of solid colors (red, green, and blue specifically) tend to over-saturate the paper with ink.
5. A PaperSize of 'Wide Tractor' selects a maximum print width of 9.0 inches (for wide roll paper).

Notes

*0 - on most printers friction fed paper tends to produce better looking (ie. less horizontal banding) graphic dumps than tractor fed paper.

*1 - in this mode the printer cannot print two consecutive dots in a row. It is recommended that you only use this density for B&W Shade dumps.

*2 - only when 72 YDPI is selected. This option is useful if you notice tiny white horizontal strips in your printout.

*3 - only when 144 YDPI is selected. This option is useful if you notice tiny white horizontal strips in your printout.

printer.device/PRD_PRTCOMMAND	printer.device/PRD_PRTCOMMAND	printer.device/PRD_QUERY	printer.device/PRD_QUERY																																																																																																														
<p>NAME PCPRD_PRTCOMMAND -- send a command to the printer</p> <p>FUNCTION This function sends a command to either the parallel or serial device. The printer device maps this command to the control code set of the current printer. The commands supported can be found with the printer.device/Write command. All printers may not support all functions.</p> <p>IO REQUEST IOPrtCmdReq</p> <table> <tr><td>io_Message</td><td>mn_ReplyPort set</td></tr> <tr><td>io_Device</td><td>preset by OpenDevice</td></tr> <tr><td>io_Unit</td><td>preset by OpenDevice</td></tr> <tr><td>io_Command</td><td>PRD_PRTCOMMAND</td></tr> <tr><td>io_PrtCommand</td><td>the actual command number</td></tr> <tr><td>io_Parm0</td><td>parameter for the command</td></tr> <tr><td>io_Parm1</td><td>parameter for the command</td></tr> <tr><td>io_Parm2</td><td>parameter for the command</td></tr> <tr><td>io_Parm3</td><td>parameter for the command</td></tr> </table> <p>RESULTS Errors: if the PRD_PRTCOMMAND succeeded, then io_Error will be zero. Otherwise io_Error will be non-zero. An error of -1 indicates that the command is not supported by the current printer driver. This could be used to check if the connected printer supports a particular command (italics for example).</p> <p>SEE ALSO printer.device/Write printer.h, parallel.device, Preferences</p>	io_Message	mn_ReplyPort set	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	PRD_PRTCOMMAND	io_PrtCommand	the actual command number	io_Parm0	parameter for the command	io_Parm1	parameter for the command	io_Parm2	parameter for the command	io_Parm3	parameter for the command	<p>NAME PRD_QUERY - query printer port/line status</p> <p>FUNCTION This command returns the status of the printer port's lines and registers. Since the printer port uses either the serial or parallel port for i/o, the actual status returned is either the serial or parallel port's status.</p> <p>IO REQUEST</p> <table> <tr><td>io_Message</td><td>mn_ReplyPort set if quick I/O is not possible</td></tr> <tr><td>io_Device</td><td>preset by the call to OpenDevice</td></tr> <tr><td>io_Command</td><td>PRD_QUERY</td></tr> <tr><td>io_Data</td><td>ptr to 2 UBYTES where result will be stored.</td></tr> </table> <p>RESULTS</p> <table> <thead> <tr> <th>io_Data</th> <th>BIT</th> <th>ACTIVE</th> <th>FUNCTION (SERIAL DEVICE)</th> </tr> </thead> <tbody> <tr><td></td><td>LSB</td><td>0</td><td>low reserved</td></tr> <tr><td></td><td></td><td>1</td><td>low reserved</td></tr> <tr><td></td><td></td><td>2</td><td>low reserved</td></tr> <tr><td></td><td></td><td>3</td><td>low Data Set Ready</td></tr> <tr><td></td><td></td><td>4</td><td>low Clear To Send</td></tr> <tr><td></td><td></td><td>5</td><td>low Carrier Detect</td></tr> <tr><td></td><td></td><td>6</td><td>low Ready To Send</td></tr> <tr><td></td><td></td><td>7</td><td>low Data Terminal Ready</td></tr> <tr><td></td><td>MSB</td><td>8</td><td>high read buffer overflow</td></tr> <tr><td></td><td></td><td>9</td><td>high break sent (most recent output)</td></tr> <tr><td></td><td></td><td>10</td><td>high break received (as latest input)</td></tr> <tr><td></td><td></td><td>11</td><td>high transmit x-OFFed</td></tr> <tr><td></td><td></td><td>12</td><td>high receive x-OFFed</td></tr> <tr><td></td><td></td><td>13-15</td><td>reserved</td></tr> </tbody> </table> <table> <thead> <tr> <th>io_Data</th> <th>BIT</th> <th>ACTIVE</th> <th>FUNCTION (PARALLEL DEVICE)</th> </tr> </thead> <tbody> <tr><td></td><td>0</td><td>hi</td><td>printer busy (offline)</td></tr> <tr><td></td><td>1</td><td>hi</td><td>paper out</td></tr> <tr><td></td><td>2</td><td>hi</td><td>printer selected (WARNING: the bit 2 line is also connected to the serial port's ring indicator pin on the A500 and A2000)</td></tr> <tr><td></td><td>3-7</td><td></td><td>reserved</td></tr> <tr><td>io_Actual</td><td></td><td></td><td>1-parallel, 2-serial</td></tr> </tbody> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Device	preset by the call to OpenDevice	io_Command	PRD_QUERY	io_Data	ptr to 2 UBYTES where result will be stored.	io_Data	BIT	ACTIVE	FUNCTION (SERIAL DEVICE)		LSB	0	low reserved			1	low reserved			2	low reserved			3	low Data Set Ready			4	low Clear To Send			5	low Carrier Detect			6	low Ready To Send			7	low Data Terminal Ready		MSB	8	high read buffer overflow			9	high break sent (most recent output)			10	high break received (as latest input)			11	high transmit x-OFFed			12	high receive x-OFFed			13-15	reserved	io_Data	BIT	ACTIVE	FUNCTION (PARALLEL DEVICE)		0	hi	printer busy (offline)		1	hi	paper out		2	hi	printer selected (WARNING: the bit 2 line is also connected to the serial port's ring indicator pin on the A500 and A2000)		3-7		reserved	io_Actual			1-parallel, 2-serial		
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printer.device/PRD_RAWWRITE	printer.device/PRD_RAWWRITE	printer.device/PWrite	printer.device/PWrite											
<p>NAME PRD_RAWWRITE - transparent write command</p> <p>FUNCTION This is a non standard write command that performs no processing on the data passed to it.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort set if quick I/O is not possible</td> </tr> <tr> <td>io_Command</td> <td>PRD_RAWWRITE</td> </tr> <tr> <td>io_Flags</td> <td>IOB_QUICK set if quick I/O is possible</td> </tr> <tr> <td>io_Length</td> <td>the number of bytes in io_Data</td> </tr> <tr> <td>io_Data</td> <td>the raw bytes to write to the printer</td> </tr> </table>	io_Message	mn_ReplyPort set if quick I/O is not possible	io_Command	PRD_RAWWRITE	io_Flags	IOB_QUICK set if quick I/O is possible	io_Length	the number of bytes in io_Data	io_Data	the raw bytes to write to the printer	<p>NAME PRD_RAWWRITE</p>	<p>NAME PWrite - internal write to printer port</p> <p>SYNOPSIS error = (*PrinterData->pd_PWrite)(buffer, length); D0 A0 D0</p> <p>FUNCTION PWrite writes 'length' bytes directly to the printer. This function is generally called by printer drivers to send their buffer(s) to the printer.</p> <p>This function is accessed by referencing off the PrinterData (PD) structure. Below is a code fragment to show how to do get access to a pointer to the PrinterData (PD) structure.</p> <pre>#include <exec/types.h> #include <devices/printer.h> #include <devices/prtbase.h> struct IODRPReq PReq; struct PrinterData *PD; struct PrinterExtendedData *PED; /* open the printer device (any version); if it opened... */ if (OpenDevice("printer.device", 0, &PReq, 0) == NULL) { /* get pointer to printer data strcuture */ PD = (struct PrinterData *)PReq.io_Device; /* write something directly to the printer */ (*PD->pd_PWrite)("Hello world\n", 12); CloseDevice(&PReq); /* close the printer device */ }</pre>	<p>NAME PWrite</p>	<p>NAME PWrite</p>
io_Message	mn_ReplyPort set if quick I/O is not possible													
io_Command	PRD_RAWWRITE													
io_Flags	IOB_QUICK set if quick I/O is possible													
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serial.device/AbortIO

serial.device/AbortIO

NAME

AbortIO(ioRequest) -- abort an I/O request
A1

FUNCTION

This is an exec.library call.

This function attempts to aborts a specified read or write request.
If the request is active, it is stopped immediately. If the request is queued, it is painlessly removed. The request will be returned in the same way any completed request it.

After AbortIO(), you must generally do a WaitIO().

INPUTS

ioRequest -- pointer to the IORequest Block that is to be aborted.

RESULTS

io_Error -- if the Abort succeeded, then io_Error will be #IOERR_ABORTED (-2) and the request will be flagged as aborted (bit 5 of io_Flags is set). If the Abort failed, then the Error will be zero.

BUGS

Previous to version 34, the serial.device would often hang when aborting CTS/RTS handshake requests. This was the cause of the incorrect assumption that AbortIO() does not need to be followed by a wait for a reply (or a WaitIO()).

serial.device/BeginIO	serial.device/BeginIO	serial.device/CloseDevice	serial.device/CloseDevice
<p>NAME BeginIO(ioRequest),deviceNode — start up an I/O process Al A6</p> <p>FUNCTION This is a direct function call to the device. It is intended for more advanced programmers. See exec's DoIO() and SendIO() for the normal method of calling devices.</p> <p>This function initiates a I/O request made to the serial device. Other than read or write, the functions are performed synchronously, and do not depend on any interrupt handling logic (or it's associated discontinuities), and hence should be performed as IO_QUICK.</p> <p>With some exceptions, reads and writes are merely initiated by BeginIO, and thusly return to the caller as begun, not completed. Completion is signalled via the standard ReplyMsg routine.</p> <p>Multiple requests are handled via FIFO queueing.</p> <p>One exception to this non-QUICK handling of reads and writes is for READS when:</p> <ul style="list-style-type: none"> - IO_QUICK bit is set - There are no pending read requests - There is already enough data in the input buffer to satisfy this I/O Request immediately. <p>In this case, the IO_QUICK flag is not cleared, and the request is completed by the time it returns to the caller. There is no ReplyMsg or signal bit activity in this case.</p> <p>INPUTS <code>ioRequest</code> -- pointer to an I/O Request Block of size <code>io_ExtSerSize</code> (see <code>serial.i</code> for size/definition), containing a valid command in <code>io_Command</code> to process, as well as the command's other required parameters. <code>deviceNode</code> -- pointer to the "serial.device", as found in the <code>IO_DEVICE</code> of the <code>ioRequest</code>.</p> <p>RESULTS <code>io_Error</code> -- if the BeginIO succeeded, then Error will be null. If the BeginIO failed, then the Error will be non-zero. I/O errors won't be reported until the io completes.</p> <p>SEE ALSO <code>devices/serial.h</code></p>	<p>serial.device/BeginIO</p>	<p>NAME CloseDevice — close the serial port</p> <p>SYNOPSIS CloseDevice(deviceNode) Al</p> <p>FUNCTION This is an exec call that terminates communication with the serial device. Upon closing, the device's input buffer is freed.</p> <p>Note that all IOREquests MUST be complete before closing. If any are pending, your program must AbortIO() then WaitIO() to complete them.</p> <p>INPUTS <code>deviceNode</code> - pointer to the device node, set by Open</p> <p>SEE ALSO <code>serial.device/OpenDevice</code></p>	<p>serial.device/CloseDevice</p>

serial.device/CMD_BREAK	serial.device/CMD_BREAK	serial.device/CMD_CLEAR	serial.device/CMD_CLEAR																									
<p>NAME Break -- send a break signal over the serial line</p> <p>FUNCTION This command sends a break signal (serial line held low for an extended period) out the serial port. This is accomplished by setting the UARTBRK bit of reg ADKCON. After a duration (user specifiable via setparams, default 250000 microseconds) the bit is reset and the signal discontinued. If the QUEUEDBRK bit of io_SerFlags is set in the io_Request block, the request is placed at the back of the write-request queue and executed in turn. If the QUEUEDBRK bit is not set, the break is started immediately, control returns to the caller, and the timer discontinues the signal after the duration is completed. Be aware that calling BREAK may affect other commands such as ABORT, FLUSH, STOP, START, etc...</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>SDCMD_BREAK</td> </tr> <tr> <td>io_Flags</td> <td>set/reset IO_QUICK per above description</td> </tr> </table> <p>RESULTS Error -- if the Break succeeded, then Error will be null. If the Break failed, then the Error will be non-zero.</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	SDCMD_BREAK	io_Flags	set/reset IO_QUICK per above description	<p>NAME Clear -- clear the serial port buffers</p> <p>FUNCTION This command resets the serial port's read buffer pointers.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_CLEAR</td> </tr> </table> <p>RESULTS Error -- If the Clear succeeded, then io_Error will be null. If the Clear failed, then the Io_Error will be non-zero.</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_CLEAR	<p>NAME Clear -- clear the serial port buffers</p> <p>FUNCTION This command resets the serial port's read buffer pointers.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_CLEAR</td> </tr> </table> <p>RESULTS Error -- If the Clear succeeded, then io_Error will be null. If the Clear failed, then the Io_Error will be non-zero.</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_CLEAR
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io_Command	CMD_CLEAR																											

serial.device/CMD_FLUSH	serial.device/CMD_FLUSH	serial.device/CMD_READ	serial.device/CMD_READ																						
<p>NAME Flush -- clear all queued I/O requests for the serial port</p> <p>FUNCTION This command purges the read and write request queues for the serial device. Flush will not affect active requests.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_FLUSH</td> </tr> </table> <p>RESULTS Error -- if the Flush succeeded, then io_Error will be null. If the Flush failed, then the io_Error will be non-zero.</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_FLUSH	<p>serial.device/CMD_FLUSH</p>	<p>NAME Read -- read input from serial port</p> <p>FUNCTION This command causes a stream of characters to be read in from the serial port buffer. The number of characters is specified in io_Length.</p> <p>The Query function can be used to check how many characters are currently waiting in the serial port buffer. If more characters are requested than are currently available, the ioRequest will be queued until it can be satisfied.</p> <p>The best way to handle reads is to first Query to get the number of characters currently in the buffer. Then post a read request for that number of characters (or the maximum size of your buffer).</p> <p>If zero characters are in the buffer, post a request for 1 character. When at least one is ready, the device will return it. Now start over with another Query.</p> <p>Before the program exits, it must be sure to AbortIO() then WaitIO() any outstanding ioRequests.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>A mn_ReplyPort is required</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_READ</td> </tr> <tr> <td>io_Flags</td> <td>If the IOB_QUICK bit is set, read will try to complete the IO quickly</td> </tr> <tr> <td>io_Length</td> <td>number of characters to receive.</td> </tr> <tr> <td>io_Data</td> <td>pointer to buffer</td> </tr> </table> <p>RESULTS Error -- if the Read succeeded, then io_Error will be null. If the Read failed, then io_Error will be non-zero. io_Error will indicate problems such as parity mismatch, break, and buffer overrun.</p> <p>SEE ALSO serial.device/CMD_QUERY serial.device/SDCMD_SETPARAMS</p> <p>BUGS Having multiple outstanding read IORequests at any one time will probably fail.</p> <p>Old documentation mentioned a mode where io_Length was set to -1. If you want a NULL terminated read, use the io_TermArray instead.</p>	io_Message	A mn_ReplyPort is required	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_READ	io_Flags	If the IOB_QUICK bit is set, read will try to complete the IO quickly	io_Length	number of characters to receive.	io_Data	pointer to buffer	<p>serial.device/CMD_READ</p>
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io_Data	pointer to buffer																								

serial.device/CMD_RESET	serial.device/CMD_RESET	serial.device/CMD_START	serial.device/CMD_START																
<p>NAME Reset -- reinitializes the serial port</p> <p>FUNCTION This command resets the serial port to its freshly initialized condition. It aborts all I/O requests both queued and current, relinquishes the current buffer, obtains a new default sized buffer, and sets the port's flags and parameters to their boot-up time default values. The functions places the reset parameter values in the ioRequest block.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_RESET</td> </tr> </table> <p>RESULTS Error -- if the Reset succeeded, then Error will be null. If the Reset failed, then the Error will be non-zero.</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_RESET		<p>NAME Start -- restart paused I/O over the serial port</p> <p>FUNCTION This function restarts all current I/O on the serial port by sending an xON to the "other side", and submitting a "logical xON" to "our side", if/when appropriate to current activity.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>set by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>CMD_START</td> </tr> </table> <p>RESULTS</p> <p>SEE ALSO serial.device/CMD_STOP</p>	io_Message	mn_ReplyPort initialized	io_Device	set by OpenDevice	io_Unit	set by OpenDevice	io_Command	CMD_START	
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io_Device	set by OpenDevice																		
io_Unit	set by OpenDevice																		
io_Command	CMD_RESET																		
io_Message	mn_ReplyPort initialized																		
io_Device	set by OpenDevice																		
io_Unit	set by OpenDevice																		
io_Command	CMD_START																		

serial.device/CMD_STOP	serial.device/CMD_STOP	serial.device/CMD_WRITE	serial.device/CMD_WRITE
NAME Stop -- pause all current I/O over the serial port		NAME Write -- send output to serial port	
FUNCTION This command halts all current I/O on the serial port by sending an xOFF to the "other side", and submitting a "logical xOFF" to "our side", if/when appropriate to current activity.		FUNCTION This command causes a stream of characters to be written out the serial port. The number of characters is specified in io_Length, unless -l is used, in which case output is sent until a null(0x00) is encountered.	
IO REQUEST io_Message mn_ReplyPort initialized io_Device set by OpenDevice io_Unit set by OpenDevice io_Command CMD_STOP		IO REQUEST io_Message must have mn_ReplyPort initialized io_Device set by OpenDevice io_Unit set by OpenDevice io_Command CMD_WRITE io_Flags Set IOF_QUICK to try quick I/O io_Length number of characters to transmit, or if set to -l transmit until null encountered in buffer io_Data pointer to block of data to transmit	
RESULTS		RESULTS	
SEE ALSO serial.device/CMD_START		Error -- if the Write succeeded, then io_Error will be null. If the Write failed, then the io_Error will be non-zero.	
		SEE ALSO serial.device/SDCMD_SETPARAMS	

serial.device/OpenDevice	serial.device/OpenDevice	serial.device/SDCMD_QUERY	serial.device/SDCMD_QUERY																																																																				
<p>NAME OpenDevice -- Request an opening of the serial device.</p> <p>SYNOPSIS <code>error = OpenDevice(SERIALNAME, unit, ioRequest, flags)</code> D0 A0 D0 A1 D0</p> <p>FUNCTION This is an exec call. Exec will search for the serial.device, and if found, will pass this call on to the device.</p> <p>Unless the shared-access bit (bit 5 of io_SerFlags) is set, exclusive use is granted and no other access to that unit is allowed until the owner closes it. All the serial-specific fields in the ioRequest are initialized to their most recent values (or the Preferences default, for the first time open).</p> <p>If support of 7-wire handshaking (i.e. RS232-C CTS/RTS protocol) is required, set the 7WIRE bit in io_SerFlags before opening the serial device.</p>	<p>NAME Query -- query serial port/line status</p> <p>FUNCTION This command return the status of the serial port lines and registers. The number of unread bytes in the serial device's read buffer is shown in io_Actual.</p> <p>The break send & received flags are cleared by a query, and whenever a read IORequest is returned with a error in io_Error.</p>	<p>IO REQUEST</p> <table> <tr> <td>io_Message</td> <td>mn_ReplyPort initialized</td> </tr> <tr> <td>io_Device</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Unit</td> <td>preset by OpenDevice</td> </tr> <tr> <td>io_Command</td> <td>SDCMD_QUERY</td> </tr> </table> <p>RESULTS</p> <table> <thead> <tr> <th>io_Status</th> <th>BIT</th> <th>ACTIVE</th> <th>FUNCTION</th> </tr> </thead> <tbody> <tr> <td>LSB</td> <td>0</td> <td>---</td> <td>reserved</td> </tr> <tr> <td></td> <td>1</td> <td>---</td> <td>reserved</td> </tr> <tr> <td></td> <td>2</td> <td>high</td> <td>parallel "sel" on the A1000 On the A500 & A2000, "sel" is also connected to the serial port's "Ring Indicator". Be cautious when making cables.</td> </tr> <tr> <td></td> <td>3</td> <td>low</td> <td>Data Set Ready</td> </tr> <tr> <td></td> <td>4</td> <td>low</td> <td>Clear To Send</td> </tr> <tr> <td></td> <td>5</td> <td>low</td> <td>Carrier Detect</td> </tr> <tr> <td></td> <td>6</td> <td>low</td> <td>Ready To Send</td> </tr> <tr> <td></td> <td>7</td> <td>low</td> <td>Data Terminal Ready</td> </tr> <tr> <td>MSB</td> <td>8</td> <td>high</td> <td>hardware overrun</td> </tr> <tr> <td></td> <td>9</td> <td>high</td> <td>break sent (most recent output)</td> </tr> <tr> <td></td> <td>10</td> <td>high</td> <td>break received (as latest input)</td> </tr> <tr> <td></td> <td>11</td> <td>high</td> <td>transmit x-OFFed</td> </tr> <tr> <td></td> <td>12</td> <td>high</td> <td>receive x-OFFed</td> </tr> <tr> <td></td> <td>13-15</td> <td>---</td> <td>reserved</td> </tr> </tbody> </table> <p>io_Actual set to count of unread input characters</p> <p>io_Error -- Query will always succeed.</p>	io_Message	mn_ReplyPort initialized	io_Device	preset by OpenDevice	io_Unit	preset by OpenDevice	io_Command	SDCMD_QUERY	io_Status	BIT	ACTIVE	FUNCTION	LSB	0	---	reserved		1	---	reserved		2	high	parallel "sel" on the A1000 On the A500 & A2000, "sel" is also connected to the serial port's "Ring Indicator". Be cautious when making cables.		3	low	Data Set Ready		4	low	Clear To Send		5	low	Carrier Detect		6	low	Ready To Send		7	low	Data Terminal Ready	MSB	8	high	hardware overrun		9	high	break sent (most recent output)		10	high	break received (as latest input)		11	high	transmit x-OFFed		12	high	receive x-OFFed		13-15	---	reserved	
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serial.device/SDCMD_SETPARAMS

serial.device/SDCMD_SETPARAMS

NAME

SetParams -- change parameters for the serial port

FUNCTION

This command allows the caller to change parameters for the serial device. Except for xON-xOFF enable/disable, it will reject a setparams call if any reads or writes are active or pending.

Note specifically:

1. Valid input for io_Baud is between 112 and 292000 baud inclusive; asynchronous i/o above 32KB (especially on a busy system) may be ambitious.
 2. The EOFMODE and QUEUEDBRK bits of io_SerFlags can be set/reset in the io_Rgst block without a call to SetParams. The SHARED and 7WIRE bits of io_SerFlags can be used in OpenDevice calls. ALL OTHER PARAMETERS CAN ONLY BE CHANGED BY THE SetParams COMMAND.
 3. RBufLen must be at least 64.
 4. If not used, io_ExtFlags MUST be set to zero.
 5. xON-xOFF is by default enabled. The XDISABLED bit is the only parameter that can be changed via a SetParams call while the device is active. Note that this will return the value SerErr_DevBusy in the io_Error field.
- xON/xOFF handshaking is inappropriate for certain binary transfer protocols, such as Xmodem. The binary data might contain the xON (ASCII 17) and xOFF (ASCII 19) characters.
6. If trying to run MIDI, you should set the RAD_BOOGIE bit of io_SerFlags to eliminate unneeded overhead. Specifically, this skips checks for parity, x-OFF handling, character lengths other than 8 bits, and testing for a break signal. Setting RAD_BOOGIE will also set the XDISABLED bit.
 7. Note that writing data (that's already in MIDI format) at MIDI rates is easily accomplished. Using this driver alone for MIDI reads may, however, may not be reliable, due to MIDI timestamping requirements, and possibility of overruns in a busy multitasking and/or display intensive environment.
 8. If you select mark or space parity (see io_ExtFlags in serial.h), this will cause the SERB_PARTY_ON bit to be set, and the setting of SERB_PARTY_ODD to be ignored.
 9. For best results, set the RAD_BOOGIE flag whenever possible. See #6 for details.
 10. Note that at this time parity is *not* calculated for the xON-xOFF characters. If you have a system that is picky about the parity of these, you must set your own xON-xOFF characters in io_CtlChar.

IO REQUEST

io_Message	mn_ReplyPort initialized
io_Device	preset by OpenDevice
io_Unit	preset by OpenDevice
io_Command	SIXCMD_SETPARAMS (0x0B)
	NOTE that the following fields are filled in by Open to reflect the serial device's current configuration.
io_CtlChar	a longword containing byte values for the xON,xOFF,INQ,ACK fields (respectively) (INQ/ACK not used at this time)
io_RBufLen	length in bytes of input buffer NOTE that any change in buffer size causes the current buffer to be deallocated and a new, correctly sized one to be allocated. Thusly, the CONTENTS OF THE OLD BUFFER ARE LOST.
io_ExtFlags	additional serial flags (bitdefs in devices/serial.h) mark & space parity may be specified here.
io_Baud	baud rate for reads AND writes. (See 1 above)
io_BrkTime	duration of break signal in MICROseconds
io_TermArray	ASCII descending-ordered 8-byte array of termination characters. If less than 8 chars used, fill out array w/lowest valid value.

Terminators are checked only if EOFMODE bit of io_SerFlags is set. (e.g. x512F040303030303) number of bits in read word (1-8) not including parity number of bits in write word (1-8) " " " number of stop bits (0, 1 or 2) see devices/serial.h for bit equates, NOTE that x00 yields exclusive access, xON/OFF-enabled, no parity checking, 3-wire protocol and TermArray inactive.

RESULTS

Error -- if the SetParams succeeded, then Error will be null.
If the SetParams failed, then the Error will be non-zero.

SEE ALSO

exec/OpenDevice

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timer.device/--background--
timer.device/AddTime
timer.device/CmpTime
timer.device/SubTime
timer.device/TR_ADDREQUEST
timer.device/TR_GETSYSTIME
timer.device/TR_SETSYSTIME

timer.device/--background--

timer.device/--background--

TIMER REQUEST

A time request is a non standard IO Request. It has an IORequest followed by a timeval structure.

TIMEVAL

A timeval structure consists of two longwords. The first is the number of seconds, the latter is the fractional number of microseconds. The microseconds must always be "normalized" e.g. the longword must be between 0 and one million.

UNITS

The timer contains two units -- one that is precise but inaccurate, the other that has little system overhead, is very stable over time, but only has limited resolution.

UNIT MICROHZ

This unit uses a programmable timer in the 8520 to keep track of its time. It has precision down to about 2 microseconds, but will drift as system load increases. The timer is typically accurate to within five percent.

UNIT VBLANK

This unit is driven by the vertical blank interrupt. It is very stable over time, but only has a resolution of 16667 microseconds (or 20000 microseconds in PAL land). The timer is very cheap to use, and should be used by those who are waiting for long periods of time (typically 1/2 second or more).

LIBRARY

In addition to the normal device calls, the timer also supports three direct, library like calls. They are for manipulating timeval structures. Addition, subtraction, and comparison are supported.

BUGS

In the v1.2/v1.3 release, the timer device has problems with very short time requests. When one of these is made, other timer requests may be finished inaccurately. A side effect is that AmigaDOS requests such as "Delay(0);" or "WaitForChar(x,0);" are unreliable.

timer.device/AddTime

NAME
AddTime - add one time request to another

SYNOPSIS
AddTime(Dest, Source), timer.device
A0 A1 A6

```
void AddTime(struct *timeval, struct *timeval);
```

FUNCTION
This routine adds one timeval structure to another. The results are stored in the destination (Dest + Source → Dest)

A0 and A1 will be left unchanged

INPUTS
Dest, Source -- pointers to timeval structures.

EXCEPTIONS

SEE ALSO

BUGS

timer.device/AddTime**timer.device/CmpTime**

NAME
CmpTime - Compare two timeval structures

SYNOPSIS
result = CmpTime(Dest, Source), timer.device
D0 A0 A1 A6

```
BYTE CmpTime(struct *timeval, struct *timeval);
```

FUNCTION
This routine compares two timeval structures.
A0 and A1 will be left unchanged

INPUTS
Dest, Source -- pointers to timeval structures.

RESULTS
result = -1 if Dest has more time than Source
result = 0 if Dest has the same time as Source
result = +1 if Dest has less time than Source

EXCEPTIONS

SEE ALSO

BUGS
Former versions of this AutoDoc had the sense of the result wrong.

timer.device/SubTime	timer.device/SubTime	timer.device/TR_ADDREQUEST	timer.device/TR_ADDREQUEST
NAME SubTime - subtract one time request from another		NAME TR_ADDREQUEST -- submit a request to time time	
SYNOPSIS SubTime(Dest, Source), timer.device A0 Al A6		FUNCTION Ask the timer to count off a specified amount of time. The timer will chain this request with its other requests, and will reply the message back to the user when the timer counts down to zero.	
void SubTime(struct *timeval, struct *timeval);		The message may be forced to finish early with an AbortIO()/WaitIO() pair.	
FUNCTION This routine subtracts one timeval structure from another. The results are stored in the destination (Dest - Source → Dest)		TIMER REQUEST io_Message mn_ReplyPort initialized io_Device preset by timer in OpenDevice io_Unit preset by timer in OpenDevice io_Command TR_ADDREQUEST io_Flags IOF_QUICK allowable tr_time a timeval structure specifiy how long until the driver will reply	
A0 and Al will be left unchanged		RESULTS tr_time will contain junk	
INPUTS Dest, Source -- pointers to timeval structures.		SEE ALSO exec/AbortIO exec/WaitIO	
EXCEPTIONS			
SEE ALSO			
BUGS			

timer.device/TR_GETSYSTIME	timer.device/TR_GETSYSTIME	timer.device/TR_SETSYSTIME	timer.device/TR_SETSYSTIME
NAME TR_GETSYSTIME -- get the system time		NAME TR_SETSYSTIME -- set the system time	
FUNCTION Ask the timer what time it is. The system time starts off at zero at power on, but may be initialized via the TR_SETSYSTIME call.	System time is monotonically increasing, and guaranteed to be unique (except of someone sets the time backwards). The time is incremented every vertical blank by the vertical blanking interval; in addition it is changed every time someone asks what time it is. This way the return value of the system time is unique and unrepeatting.	FUNCTION Set the systems idea of what time it is. The system starts out at time "zero" so it is safe to set it forward to the "real" time. However care should be taken when setting the time backwards. System time is speced as being monotonically increasing.	
TIMER REQUEST io_Message mn_ReplyPort initialized io_Device preset by timer in OpenDevice io_Unit preset by timer in OpenDevice io_Command TR_ADDREQUEST io_Flags IOF_QUICK allowable		TIMER REQUEST io_Message mn_ReplyPort initialized io_Device preset by timer in OpenDevice io_Unit preset by timer in OpenDevice io_Command TR_ADDREQUEST io_Flags IOF_QUICK allowable tr_time a timeval structure with the current system time	
RESULTS tr_time the timeval structure will be filled in with the current system time		RESULTS none	

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trackdisk.device/TD_ADDCHANGEINT
trackdisk.device/TD_CHANGENUM
trackdisk.device/TD_CHANGESTATE
trackdisk.device/TD_FORMAT
trackdisk.device/TD_GETDRIVETYPE
trackdisk.device/TD_GETNUMTRACKS
trackdisk.device/TD_MOTOR
trackdisk.device/TD_PROTSTATUS
trackdisk.device/TD_RAWREAD
trackdisk.device/TD_RAWWRITE
trackdisk.device/TD_REMCHANGEINT
trackdisk.device/TD_SEEK

trackdisk.device/TD_ADDCHANGEINT trackdisk.device/TD_ADDCHANGEINT

NAME

TD_ADDCHANGEINT - add a new change software int

SYNOPSIS

TDUAddChangeInt(IORequest), UnitPtr
A1 A3

FUNCTION

Alas, the old TDURemove call was not robust enough. This routine supports an extensible list of software interrupts for use by many different supporting drivers.

The call does not "complete" (e.g. TermIO). The request is stashed until TDURemChangeInt is called, when it is finally replied.

INPUTS

IORequest - a standard IO Request block (IO_DATA-> soft int struct).

RESULTS

EXCEPTIONS

SEE ALSO

BUGS

trackdisk.device/TD_CHANGENUM	trackdisk.device/TD_CHANGENUM	trackdisk.device/TD_CHANGESTATE	trackdisk.device/TD_CHANGESTATE
<p>NAME TD_CHANGENUM - return the current disc change number</p> <p>SYNOPSIS TDUChangeNum(IORequest), UnitPtr A1 A3</p> <p>FUNCTION This routine checks to see if there is a disc in the drive of the specified unit.</p> <p>INPUTS IORequest - a standard IO Request block</p> <p>RESULTS</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>		<p>NAME TD_CHANGESTATE - Return the current state of the disc</p> <p>SYNOPSIS TDUChangeState(IORequest), UnitPtr A1 A3</p> <p>FUNCTION This routine checks to see if there is a disc in the drive one the specified unit.</p> <p>INPUTS IORequest - a standard IO Request block</p> <p>RESULTS IO_ACTUAL -- nonzero if there is no diskette in the drive</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>	

trackdisk.device/TD_FORMAT	trackdisk.device/TD_FORMAT	trackdisk.device/TD_GETDRIVETYPE	trackdisk.device/TD_GETDRIVETYPE		
<p>NAME</p> <p>TD_FORMAT -- format the entire disc</p>		<p>NAME</p> <p>TD_GETDRIVETYPE - return the type of the disk drive to the user</p>			
<p>SYNOPSIS</p> <pre>TDFormat(ioBlock), DevNode D0 A1 A6</pre>		<p>FUNCTION</p> <p>This routine returns the type of the disk to the user. This number will be a small integer. It will come from the set of DRIVE... defines in trackdisk.h or trackdisk.i.</p>			
<p>FUNCTION</p> <p>The function formats the entire disc, destroying all data. It fills all the sectors with the contents of the ioBlock. The ioBlock must point to (at least) one sector worth of information. Any info greater than one sector is ignored. NO ERROR CHECKING is done</p>		<p>The only way you can get to this call is if the trackdisk device understands the drive type of the hardware that is plugged in. This is because the OpenDevice call will fail if the trackdisk device does not understand the drive type. To find raw drive identifiers see the disk resource's DR_GETUNITID entry point.</p>			
<p>INPUTS</p>		<p>IO REQUEST</p> <table> <tr> <td>io_Command</td> <td>TD_GETDRIVETYPE</td> </tr> </table>	io_Command	TD_GETDRIVETYPE	
io_Command	TD_GETDRIVETYPE				
<p>RESULTS</p>		<p>RESULTS</p> <table> <tr> <td>io_Actual</td> <td>the drive type connected to this unit.</td> </tr> </table>	io_Actual	the drive type connected to this unit.	
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<p>SEE ALSO</p>		<p>SEE ALSO</p> <table> <tr> <td>TD_GETNUMTRACKS</td> <td></td> </tr> </table>	TD_GETNUMTRACKS		
TD_GETNUMTRACKS					

trackdisk.device/TD_GETNUMTRACKS	trackdisk.device/TD_GETNUMTRACKS	trackdisk.device/TD_MOTOR	trackdisk.device/TD_MOTOR
<p>NAME TD_GETNUMTRACKS - return the number of tracks on this type of disk</p> <p>FUNCTION This routine returns the number of tracks that are available on this disk unit. This call obsoletes the older NUMTRACKS hard coded constant.</p> <p>IO REQUEST io_Command TD_GETNUMTRACKS</p> <p>RESULTS io_Actual number of tracks accessible on this unit</p> <p>SEE ALSO TD_GETDRIVETYPE</p>		<p>NAME TD_MOTOR - user visible control for motor</p> <p>SYNOPSIS TDUMotor(IOBlock), UnitPtr, DevPtr A1 A3 A6</p> <p>FUNCTION This routine allows the user to control the disc motor. He may turn it either on or off. Note that the motor will be automatically turned on during an I/O request, but is never turned off except by this command.</p> <p>INPUTS IOBlock - the command block for this IO operation. IO_ACTUAL -- returns the previous state of the motor IO_LENGTH -- the requested state of the motor 0 ==> turn motor off 1 ==> turn motor on</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>	

trackdisk.device/TD_PROTSTATUS	trackdisk.device/TD_PROTSTATUS	trackdisk.device/TD_RAWREAD	trackdisk.device/TD_RAWREAD																												
<p>NAME TD_PROTSTATUS -- return whether the current disk is write protected</p> <p>SYNOPSIS TDUProtstatus(IOBlock), UnitPtr, DevPtr A1 A3 A6</p> <p>FUNCTION This routine tells whether the current disk is write protected.</p> <p>INPUTS IOBlock - the command block for this IO operation. IO_ACTUAL - nonzero if the disk is protected, 0 otherwise If there is no disk in the drive, then IO_ERROR is set to TDERR_DiskChanged</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>	<p>NAME TD_PROTSTATUS -- return whether the current disk is write protected</p> <p>SYNOPSIS TDUProtstatus(IOBlock), UnitPtr, DevPtr A1 A3 A6</p> <p>FUNCTION This routine tells whether the current disk is write protected.</p> <p>INPUTS IOBlock - the command block for this IO operation. IO_ACTUAL - nonzero if the disk is protected, 0 otherwise If there is no disk in the drive, then IO_ERROR is set to TDERR_DiskChanged</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>	<p>NAME TD_RAWREAD - read a raw sector from the disk</p> <p>FUNCTION This routine performs a raw read for the track disk. It seeks to the specified track and reads it in to the user's buffer. This buffer MUST be in chip memory.</p> <p>NO PROCESSING OF THE TRACK IS DONE. It will appear exactly as the bits come out off the disk -- hopefully in some legal MFM format (if you don't know what MFM is, you shouldn't be using this call...). Caveat Programmer.</p> <p>This interface is intended for sophisticated programmers only. Commodore-Amiga may make enhancements to the disk format in the future. We will provide compatibility within the trackdisk device. Anyone who uses this routine is bypassing this upwards compatibility. If your application breaks, TOUGH!</p> <p>If this warning is not enough, then add suitable additional harrassment of your choice.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Flags</td> <td>if the IOTDB_INDEXSYNC bit is set then the driver will make a best effort attempt to start reading from the index mark. Note that there will be at least some delay, and perhaps a great deal, of delay (if, for example, interrupts have been Disabled(...)).</td> </tr> <tr> <td>io_Command</td> <td>TD_RAWREAD or ETD_RAWREAD.</td> </tr> <tr> <td>io_Length</td> <td>Length of buffer (in bytes). The maximum allowable length is 32K bytes.</td> </tr> <tr> <td>io_Data</td> <td>Pointer to buffer in chip memory where raw track will be read into.</td> </tr> <tr> <td>io_Offset</td> <td>The track number to read in (not this is different from a normal trackdisk io call which is given in terms of logical bytes from the beginning of the disk. This is because the trackdisk driver has no idea what the format of the disk is).</td> </tr> <tr> <td>iotd_Count</td> <td>(ETD_RAWREAD only) maximum allowable change counter value</td> </tr> </table> <p>RESULTS</p> <table> <tr> <td>io_Error</td> <td>non-zero if there was an error</td> </tr> </table> <p>LIMITATIONS for synced reads and writes There is a delay between the index pulse and the start of bits coming in from the drive (e.g. dma started). This delay is in the range of 135-200 micro seconds. This delay breaks down as follows: 55 microsecs is software interrupt overhead (this is the time from interrupt to the write of the DSKLEN register). 66 microsecs is one horizontal line delay (remember that disk io is synchronized with agnus' display fetches). The last variable (0-65 microsecs) is an additional scan line since DSKLEN is poked anywhere in the horizontal line. This leaves 15 microsecs unaccounted for... Sigh.</p> <p>In short, You will almost never get bits withing the first 135 microseconds of the index pulse, and may not get it until 200 microseconds. At 4 microsecs/bit, this works out to be between 4 and 7 bytes of user data of delay.</p> <p>BUGS</p> <p>In V33/34 Kickstart, the length comparison depends on the value of a random memory location. This makes the function unusable unless two drives are hooked up.</p> <p>SEE ALSO</p>	io_Flags	if the IOTDB_INDEXSYNC bit is set then the driver will make a best effort attempt to start reading from the index mark. Note that there will be at least some delay, and perhaps a great deal, of delay (if, for example, interrupts have been Disabled(...)).	io_Command	TD_RAWREAD or ETD_RAWREAD.	io_Length	Length of buffer (in bytes). The maximum allowable length is 32K bytes.	io_Data	Pointer to buffer in chip memory where raw track will be read into.	io_Offset	The track number to read in (not this is different from a normal trackdisk io call which is given in terms of logical bytes from the beginning of the disk. This is because the trackdisk driver has no idea what the format of the disk is).	iotd_Count	(ETD_RAWREAD only) maximum allowable change counter value	io_Error	non-zero if there was an error	<p>NAME TD_RAWREAD - read a raw sector from the disk</p> <p>FUNCTION This routine performs a raw read for the track disk. It seeks to the specified track and reads it in to the user's buffer. This buffer MUST be in chip memory.</p> <p>NO PROCESSING OF THE TRACK IS DONE. It will appear exactly as the bits come out off the disk -- hopefully in some legal MFM format (if you don't know what MFM is, you shouldn't be using this call...). Caveat Programmer.</p> <p>This interface is intended for sophisticated programmers only. Commodore-Amiga may make enhancements to the disk format in the future. We will provide compatibility within the trackdisk device. Anyone who uses this routine is bypassing this upwards compatibility. If your application breaks, TOUGH!</p> <p>If this warning is not enough, then add suitable additional harrassment of your choice.</p> <p>IO REQUEST</p> <table> <tr> <td>io_Flags</td> <td>if the IOTDB_INDEXSYNC bit is set then the driver will make a best effort attempt to start reading from the index mark. Note that there will be at least some delay, and perhaps a great deal, of delay (if, for example, interrupts have been Disabled(...)).</td> </tr> <tr> <td>io_Command</td> <td>TD_RAWREAD or ETD_RAWREAD.</td> </tr> <tr> <td>io_Length</td> <td>Length of buffer (in bytes). 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This delay breaks down as follows: 55 microsecs is software interrupt overhead (this is the time from interrupt to the write of the DSKLEN register). 66 microsecs is one horizontal line delay (remember that disk io is synchronized with agnus' display fetches). The last variable (0-65 microsecs) is an additional scan line since DSKLEN is poked anywhere in the horizontal line. This leaves 15 microsecs unaccounted for... Sigh.</p> <p>In short, You will almost never get bits withing the first 135 microseconds of the index pulse, and may not get it until 200 microseconds. At 4 microsecs/bit, this works out to be between 4 and 7 bytes of user data of delay.</p> <p>BUGS</p> <p>In V33/34 Kickstart, the length comparison depends on the value of a random memory location. This makes the function unusable unless two drives are hooked up.</p> <p>SEE ALSO</p>	io_Flags	if the IOTDB_INDEXSYNC bit is set then the driver will make a best effort attempt to start reading from the index mark. 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io_Error	non-zero if there was an error																														

TD_RAWWRITE

trackdisk.device/TD_RAWWRITE

trackdisk.device/TD_RAWWRITE

NAME

TD_RAWWRITE - write a raw sector to the disk

FUNCTION

NO PROCESSING OF THE TRACK IS DONE. The disk will appear exactly as the bits come out of memory — hopefully in some legal MFM format (if you don't know what MFM is, you shouldn't be using this call...). Caveat Programmer.

NO PROCESSING OF THE TRACK IS DONE. It will exactly as the bits come out off the disk. Caveat Programmer.

This interface is intended for sophisticated programmers only. Commodore-Amiga may make enhancements to the disk format in the future. We will provide compatibility within the trackdisk device. Anyone who uses this routine is bypassing this upwards compatibility. If your application breaks, TOUGH!

If this warning is not enough, then add suitable additional harrassment of your choice.

IO REQUEST

io_Flags if the IOTDB_INDEXSYNC bit is set then the driver will make a best effort attempt to start writing from the index mark. Note that there will be at least some delay, and perhaps a great deal, of delay (if, for example, interrupts have been Disabled(...)).
 io_Command TD_RAWWRITE or ETD_RAWWRITE.
 io_Length Length of buffer (in bytes). The maximum allowable length is 32K bytes.
 io_Data Pointer to buffer in chip memory where raw track will be read into.
 io_Offset The track number to read in (not this is different from a normal trackdisk io call which is given in terms of logical bytes from the beginning of the disk. This is because the trackdisk driver has no idea what the format of the disk is).
 iotd_Count (ETD_RAWWRITE only) maximum allowable change counter value

RESULTS

io_Error non-zero if there was an error

LIMITATIONS for synced reads and writes

There is a delay between the index pulse and the start of bits going out to the drive (e.g. write gate enabled). This delay is in the range of 135-200 micro seconds. This delay breaks down as follows: 55 microsecs is software interrupt overhead (this is the time from interrupt to the write of the DSKLEN register). 66 microsecs is one horizontal line delay (remember that disk is synchronized with agnus' display fetches). The last variable (0-65 microsecs) is an additional scan line since DSKLEN is poked anywhere in the horizontal line. This leaves 15 microsecs unaccounted for... Sigh.

In short, You will almost never get bits withing the first 135 microseconds of the index pulse, and may not get it until 200 microseconds. At 4 microsecs/bit, this works out to be between 4 and 7 bytes of user data of delay.

BUGS

In V33/34 Kickstart, the length comparison depends on the value of a random memory location. This makes the function unusable unless two drives are hooked up.

SEE ALSO

TD_RAWREAD

trackdisk.device/TD_RemChangeInt

trackdisk.device/TD_RemChangeInt

trackdisk.device/TD_Seek

trackdisk.device/TD_Seek

NAME

TD_RemChangeInt - remove a change software int

SYNOPSIS

TDURemChangeInt(IORequest), UnitPtr
A1 A3

FUNCTION

This function unlinks the IORequest stashed by AddChangeInt.
It also replies it to the user.

INPUTS

IORequest - a standard IO Request block

RESULTS

EXCEPTIONS

SEE ALSO

BUGS

NAME

TD_Seek - user visible control for the heads

SYNOPSIS

TDUSeek(IOBlock), TDLib
A1 A6

FUNCTION

This routine allows the user to control the seek position.
Note that the heads will be automatically seeked during an
I/O request; this command allows the heads to be preseeked
if the next position is known prior to the I/O being ready.

INPUTS

IOBlock - the command block for this IO operation.
IO_Offset — the location to seek to

EXCEPTIONS

SEE ALSO

BUGS

Section C

Resource Summaries

This section contains summaries for system resource routines. These documents have been extracted from the original source code and are often called **autodocs**. Resources are low-level hardware control functions that, typically, are not used directly by programmers. Most of the resources only support access from assembly language.

WARNING: *Under the multitasking operating system, user-level tasks are generally NOT allowed to directly use the hardware features. If your program requires direct hardware access, resources provide a way of asking for ownership of the involved hardware components. Indiscriminate hardware meddling will cause problems the next time the hardware or operating system is upgraded.*

```

*
* Assembly language fragment that grabs one of the two groups of serial
* port bits (using the misc.resource). If it is successful at obtaining
* the resource, it will hang on to it forever, and never return.
*
* This example must be linked with "amiga.lib"
*
INCLUDE "exec/types.i"
INCLUDE "resources/misc.i"

AbsExecBase equ 4
JSRLIB MACRO
XREF _LVO\1
JSR _LVO\1(A6)
ENDM

move.l AbsExecBase,a6
lea.l MiscName(pc),al
JSRLIB OpenResource
tst.l d0
beq.s no_open
move.l d0,a6 ;resource base in A6

;
; We now have a pointer to a resource.
; Call one of its library-like vectors.
;
move.l #MR_SERIALBITS,d0 ;We want these bits
lea.l MyName(pc),al ;This is our name
jsr MR_ALLOCMISCRESOURCE(a6)
tst.l d0
bne.s no_get ;Someone else got it

;
; We just stole the serial port registers. Wait forever.
; Nobody else can use the serial port, including the serial.device!
;
move.l AbsExecBase,a6
moveq #0,d0 ;Wait for nothing (forever)
JSRLIB Wait
no_get ;Someone else has it, exit!
no_open moveq #21,d0
rts

MiscName dc.b 'misc.resource',0
MyName dc.b 'Serial Port hog',0
END

```

```

/* An example of using the potgo.resource to read pins 9 and 5 of
 * port 1 (the non-mouse port). This bypasses the gameport.device.
 * When the right button on a mouse plugged into port 1 is pressed,
 * the read value will change.
 */
/* Use of port 0 (mouse) is unaffected.
*/
#include "exec/types.h"
#include "libraries/dos.h"

APTR PotgoBase;
ULONG potbits;
UWORD value;

#define UNLESS(x) if(!(x))
#define UNTIL(x) while(!(x))

#define OUTRY 1L<<15
#define DATRY 1L<<14
#define OUTRX 1L<<13
#define DATRX 1L<<12

void main()
{
    UNLESS(PotgoBase=(APTR)OpenResource("potgo.resource"))
        exit(RETURN_FAIL);
    printf("PotgoBase is at $%lx\n",PotgoBase);

    potbits=AllocPotBits(OUTRY|DATRY|OUTRX|DATRX);
    /* Get the bits for the right and middle mouse buttons
       on the alternate mouse port. */

    if(potbits != (OUTRY|DATRY|OUTRX|DATRX))
    {
        printf("Pot bits are already allocated! %lx\n",potbits);
        FreePotBits(potbits);
        exit(RETURN_FAIL+1);
    }

    WritePotgo(0xFFFFFFFFL,potbits);
    /* Set all ones in the register (masked by potbits) */

    UNTIL(SIGBREAKF_CTRL_C & SetSignal(0L,0L))
    /* until CTRL-C is pressed */
    {
        value=*(UWORD *)0x00DFF016;
        /* Read word at $DFF016 */
        printf("POTINP = $%lx\n",value & potbits);
        /* Show what was read (restricted to our allocated bits) */
    }

    FreePotBits(potbits);
}

```

There are currently four standard resources in the Amiga system:

- disk grants temporary exclusive access to the disk hardware. (For each of the four possible disk/MFM units)
- cia grants access to specific bits and individual interrupts from each of the 8520 CIA (Complex Interface Adapter) chips.
There are two cia resources: ciaa.resource and ciab.resource, which correspond to the odd and even 8520 chips.
- potgo manages the bits of the POTGO (write-only) and POTINP (read-only) registers. These custom chip registers control the proportional input pins on the controller ports. The pins may also be used for digital input and output. Intuition uses port 1 for reading the right and (optional) middle mouse buttons.
- misc grants exclusive access to functional blocks of chip registers. At this time definitions have been made for the serial and parallel hardware. When a task owns the misc resource for a port, it has control over that port's associated hardware.

See the *Amiga Hardware Reference Manual* for detailed information on the actual hardware involved. This section covers the proper arbitration under the multitasking system.

WARNING: *Resources are just one step above direct hardware manipulation. You are advised to try the higher level device and library approach before resorting to the hardware.*

Examples:

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disk.doc	C-4
misc.doc	C-7
potgo.doc	C-9

C - 1

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cia.resource/AbleICR
cia.resource/AddICRVector
cia.resource/RemICRVector
cia.resource/SetICR

cia.resource/AbleICR	cia.resource/AbleICR	cia.resource/AddICRVector	cia.resource/AddICRVector
<p>NAME AbleICR -- enable/disable ICR interrupts</p> <p>SYNOPSIS <code>oldMask = AbleICR(mask), Resource D0 D0 A6</code></p> <p>FUNCTION This function provides a means of enabling and disabling 6526 CIA interrupt control registers. In addition it returns the previous enable mask.</p> <p>INPUTS mask - a bit mask indicating which interrupts to be modified. If bit 7 is clear the mask indicates interrupts to be disabled. If bit 7 is set, the mask indicates interrupts to be enabled. Bit positions are identical to those in 6526 ICR.</p> <p>RESULTS oldMask - the previous enable mask before the requested changes. To get the current mask without making changes, call the function with a null parameter.</p> <p>EXAMPLES Get the current mask: <code>mask = AbleICR(0)</code> Enable both timer interrupts: <code>AbleICR(0x83)</code> Disable serial port interrupt: <code>AbleICR(0x08)</code></p> <p>EXCEPTIONS Enabling the mask for a pending interrupt will cause an immediate processor interrupt (that is if everything else is enabled). You may want to clear the pending interrupts with SetICRx prior to enabling them.</p> <p>SEE ALSO SetICR</p>	<p>NAME AddICRVector -- attach an interrupt handler to a CIA bit</p> <p>SYNOPSIS <code>interrupt = AddICRVector(iCRBit, interrupt), resource D0 A1 A6</code></p> <p>FUNCTION Assign interrupt processing code to a particular interrupt bit of the CIA ICR. If the interrupt bit has already been assigned, this function will fail, and return a pointer to the owner interrupt. If it succeeds, a null is returned. This function will also enable the CIA interrupt for the given ICR bit.</p> <p>INPUTS iCRBit - bit number to set (0..4) interrupt - pointer to interrupt structure</p> <p>RESULT interrupt - zero if successful, otherwise returns a pointer to the current owner interrupt structure.</p> <p>SEE ALSO RemICRVector</p>		

cia.resource/RemICRVector	cia.resource/RemICRVector	cia.resource/SetICR	cia.resource/SetICR
<p>NAME RemICRVector — detach an interrupt handler from a CIA bit</p> <p>SYNOPSIS RemICRVector(iCRBit, interrupt), resource D0 A1 A6</p> <p>FUNCTION Disconnect interrupt processing code for a particular interrupt bit of the CIA ICR.</p> <p>This function will also disable the CIA interrupt for the given ICR bit.</p> <p>INPUTS iCRBit - bit number to set (0..4) interrupt - pointer to interrupt structure</p> <p>RESULT</p> <p>SEE ALSO AddICRVector</p>		<p>NAME SetICR — cause, clear, and sample ICR interrupts</p> <p>SYNOPSIS oldMask = SetICR(mask), Resource D0 A6</p> <p>FUNCTION This function provides a means of resetting, causing, and sampling 6526 CIA interrupt control registers.</p> <p>INPUTS mask - a bit mask indicating which interrupts to be effected. If bit 7 is clear the mask indicates interrupts to be reset. If bit 7 is set, the mask indicates interrupts to be caused. Bit positions are identical to those in 6526 ICR.</p> <p>RESULTS oldMask - the previous interrupt register status before making the requested changes. To sample current status without making changes, call the function with a null parameter.</p> <p>EXAMPLES Get the interrupt mask: mask = SetICR(0) Clear serial port interrupt: SetICR(0x08)</p> <p>EXCEPTIONS Setting an interrupt bit for an enabled interrupt will cause an immediate interrupt.</p> <p>SEE ALSO AbleICR</p>	

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disk.resource/AllocUnit
disk.resource/FreeUnit
disk.resource/GetUnit
disk.resource/GetUnitID
disk.resource/GiveUnit

disk.resource/AllocUnit

disk.resource/AllocUnit

NAME

AllocUnit - allocate a unit of the disk

SYNOPSIS

Success = AllocUnit(unitNum), DRResource
D0 D0 A6

FUNCTION

This routine allocates one of the units of the disk. It should be called before trying to use the disk (via GetUnit).

INPUTS

unitNum -- a legal unit number (zero through three)

RESULTS

Success -- nonzero if successful. zero on failure.

EXCEPTIONS

SEE ALSO

BUGS

disk.resource/FreeUnit	disk.resource/FreeUnit	disk.resource/GetUnit	disk.resource/GetUnit
<p>NAME FreeUnit - deallocate the disk</p> <p>SYNOPSIS FreeUnit(unitNum), DRResource D0 A6</p> <p>FUNCTION This routine deallocates one of the units of the disk. It should be called when done with the disk. Do not call it if you did no successfully allocate the disk (there is no protection -- you will probably crash the disk system).</p> <p>INPUTS unitNum -- a legal unit number (zero through three)</p> <p>RESULTS</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>		<p>NAME GetUnit - allocate the disk for a driver</p> <p>SYNOPSIS lastDriver = GetUnit(unitPointer), DRResource D0 A1 A6</p> <p>FUNCTION This routine allocates the disk to a driver. It is either immediately available, or the request is saved until the disk is available. When it is available, your unitPointer is sent back to you (via ReplyMsg). You may then reattempt the GetUnit.</p> <p>Allocating the disk allows you to use the disk's resources. Remember however that there are four units to the disk; you are only one of them. Please be polite to the other units (by never selecting them, and by not leaving interrupts enabled, etc.).</p> <p>When you are done, please leave the disk in the following state: dmacon dma bit ON dsklen dma bit OFF (write a #DSKDMAOFF to dsklen) adkcon disk bits -- any way you want entena:disk sync and disk block interrupts -- Both DISABLED CIA resource index interrupt -- DISABLED 8520 outputs -- doesn't matter, because all bits will be set to inactive by the resource. 8520 data direction regs -- restore to original state.</p> <p>INPUTS unitPtr - a pointer to your disk resource unit structure. Note that the message filed of the structure MUST be a valid message, ready to be replied to.</p> <p>RESULTS lastDriver - if the disk is not busy, then the last unit to use the disk is returned. This may be used to see if a driver needs to reset device registers. (If you were the last user, then no one has changed any of the registers. If someone else has used it, then any allowable changes may have been made). If the disk is busy, then a null is returned.</p> <p>EXCEPTIONS</p> <p>SEE ALSO</p> <p>BUGS</p>	



disk.resource/GetUnitID

NAME

GetUnitID - find out what type of disk is out there

SYNOPSIS

```
idtype = GetUnitID( unitNum ), DRResource  
      D0          D0      A6
```

FUNCTION

INPUTS

RESULTS

idtype -- the type of the disk drive. Standard types are defined in the resource include file.

EXCEPTIONS

SEE ALSO

BUGS

disk.resource/GetUnitID

disk.resource/GiveUnit

disk.resource/GiveUnit

NAME

GiveUnit - Free the disk back up

SYNOPSIS

```
GiveUnit(), DRResource  
      A6
```

FUNCTION

This routine frees the disk after a driver is done with it. If others are waiting, it will notify them.

INPUTS

RESULTS

EXCEPTIONS

SEE ALSO

BUGS

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misc.resource/MR_ALLOCMISCRESOURCE
misc.resource/MR_FREEMISCRESOURCE

misc.resource/MR_ALLOCMISCRESOURCE misc.resource/MR_ALLOCMISCRESOURCE

NAME

MR_ALLOCMISCRESOURCE - allocate one of the misc resources

SYNOPSIS

CurrentUser = MR_ALLOCMISCRESOURCE(unitNum, name), misc.resource
D0 D0 A1 A6

STRPTR CurrentUser;
LONG unitNum;
STRPTR name;

FUNCTION

This routine allocates one of the miscellaneous resources.
If the resource is currently allocated, an error is returned.
If you do get it, your name is associated with the resource
(so a user can see who has it allocated).

This routine may not be called from an interrupt routine

DESCRIPTION

There are certain parts of the hardware that a multitasking-friendly program may need to take over. The serial port is a good example. By grabbing the misc.resource for the serial port, the caller would "own" the hardware registers associated with that function. Nobody else, including the system serial driver is allowed to interfere.

The misc.resource must be accessed using assembly language. The set of currently defined units and the function offsets from the resource base are listed in the resources/misc.i include file.

INPUTS

unitNum - the number of the resource you want to allocate
(eg. MR_SERIALBITS).
name - a mnemonic name that will help the user figure out
what piece of software is hogging a resource.
(havoc breaks out if a name of null is passed in...)

RESULTS

CurrentUser - if the resource is busy, then the name of
the current user is returned. If the resource is
free, then null is returned.

BUGS

SEE ALSO

resources/misc.i
misc.resource/MR_FREEMISCRESOURCE

misc.resource/MR_FREEMISCRESOURCE

misc.resource/MR_FREEMISCRESOURCE

NAME

MR_FREEMISCRESOURCE - make a resource available for reallocation

SYNOPSIS

MR_FREEMISCRESOURCE(unitNum), misc.resource
D0 A6

LONG unitNum;

FUNCTION

This routine frees one of the resources allocated by MR_ALLOCMISCRESOURCE. The resource is made available for reuse.

This routine may not be called from an interrupt routine.

INPUTS

unitNum - the number of the miscellaneous resource to be freed.

RESULTS

Frees the appropriate resource.

BUGS

SEE ALSO

misc.resource/MR_ALLOCMISCRESOURCE

TABLE OF CONTENTS

potgo.resource/AllocPotBits
 potgo.resource/FreePotBits
 potgo.resource/WritePotgo

potgo.resource/AllocPotBits

potgo.resource/AllocPotBits

NAME

AllocPotBits - allocate bits in the potgo register

SYNOPSIS

```
allocated = AllocPotBits(bits), potgoResource
D0          D0      A6
```

FUNCTION

The AllocPotBits routine allocates bits in the hardware potgo register that the application wishes to manipulate via WritePotgo. The request may be for more than one bit. A user trying to allocate bits may find that they are unavailable because they are already allocated, or because the start bit itself (bit 0) has been allocated, or if requesting the start bit, because input bits have been allocated. A user can block itself from allocation: i.e. it should FreePotgoBits the bits it has and re-AllocPotBits if it is trying to change an allocation involving the start bit.

INPUTS

bits - a description of the hardware bits that the application wishes to manipulate, loosely based on the register description itself:

START (bit 0) - set if you wish to use start (i.e. start thr proportional controller counters) with the input ports you allocate (below). You must allocate all the DATxx ports you want to apply START to in this same call, with the OUTxx bit clear.

DATLX (bit 8) - set if you wish to use the port associated with the left (0) controller, pin 5.

OUTLX (bit 9) - set if you promise to use the LX port in output mode only. The port is not set to output for you at this time -- this bit set indicates that you don't mind if STARTs are initiated at any time by others, since ports that are enabled for output are unaffected by START.

DATLY (bit 10) - as DATLX but for the left (0) controller, pin 9.

OUTLY (bit 11) - as OUTLX but for LY.

DATRX (bit 12) - the right (1) controller, pin 5.

OUTRX (bit 13) - OUT for RX.

DATRY (bit 14) - the right (1) controller, pin 9.

OUTRY (bit 15) - OUT for RY.

RESULTS

allocated - the START and DATxx bits of those requested that were granted. The OUTxx bits are don't cares.

potgo.resource/FreePotBits	potgo.resource/FreePotBits	potgo.resource/WritePotgo	potgo.resource/WritePotgo
<p>NAME FreePotBits - free allocated bits in the potgo register</p> <p>SYNOPSIS FreePotBits(allocated), potgoResource D0 A6</p>		<p>NAME WritePotgo - write to the hardware potgo register</p> <p>SYNOPSIS WritePotgo(word, mask), potgoResource D0 D1 A6</p>	
<p>FUNCTION The FreePotBits routine frees previously allocated bits in the hardware potgo register that the application had allocated via AllocPotBits and no longer wishes to use. It accepts the return value from AllocPotBits as its argument.</p>		<p>FUNCTION The WritePotgo routine sets and clears bits in the hardware potgo register. Only those bits specified by the mask are affected -- it is improper to set bits in the mask that you have not successfully allocated. The bits in the high byte are saved to be maintained when other users write to the potgo register. The START bit is not saved, it is written only explicitly as the result of a call to this routine with the START bit set: other users will not restart it.</p>	
	<p>INPUTS</p> <p>word - the data to write to the hardware potgo register and save for further use, except the START bit, which is not saved.</p> <p>mask - those bits in word that are to be written. Other bits may have been provided by previous calls to this routine, and default to zero.</p>		

Section D

C Include Files—“.h” Files

This section contains the C-language include files from the Amiga operating system source code. These include files define the data structures and constants used by the system software. Whenever the system requires that a certain structure or constant be passed, it will be defined in an include file. These include files are organized on a functional basis. For example, files pertinent to the graphics library are listed under “graphics/itemname.h.”

This section is for easy reference only. Similar include files generally come on disk with whatever C compiler you may choose to use with the Amiga. A quick example of include file usage follows:

WARNING: *Not all information in this section should be used in your programs. The include files contain definitions for some structure members and constants that are not supported for use by programs. In some cases these definitions are marked as private, in other cases they are not distinguished. Following the guidelines presented by Commodore-Amiga is the best way to insure compatibility with future system software releases.*

```
/*
 * A quick example of using a C language include file. The constant
 * "ID_KICKSTART_DISK" is not defined in this example; the value
 * is pulled from the "libraries/dos.h" include file.
 */
#include "libraries/dos.h"

void main()
{
    printf("ID_KICKSTART_DISK equals %lx\n", ID_KICKSTART_DISK);
    exit(RETURN_OK);
}
```

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```
1 #ifndef DEVICES_AUDIO_H
2 #define DEVICES_AUDIO_H
3 /**
4 ** $Filename: devices/audio.h $
5 ** $Release: 1.3 $
6 /**
7 /**
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif
16
17 #define AUDIONAME "audio.device"
18
19 #define ADHARD_CHANNELS 4
20
21 #define ADALLOC_MINPREC -128
22 #define ADALLOC_MAXPREC 127
23
24 #define ADCMD_FREE (CMD_NONSTD+0)
25 #define ADCMD_SETPREC (CMD_NONSTD+1)
26 #define ADCMD_FINISH (CMD_NONSTD+2)
27 #define ADCMD_PERVOL (CMD_NONSTD+3)
28 #define ADCMD_LOCK (CMD_NONSTD+4)
29 #define ADCMD_WAITCYCLE (CMD_NONSTD+5)
30 #define ADMDB_NOUNIT 5
31 #define ADMDF_NOUNIT (1<<5)
32 #define ADCMD_ALLOCATE (ADMDF_NOUNIT+0)
33
34 #define ADIOB_PERVOL 4
35 #define ADIOF_PERVOL (1<<4)
36 #define ADIOB_SYNCMESSAGE 5
37 #define ADIOF_SYNCMESSAGE (1<<5)
38 #define ADIOB_NOWAIT 6
39 #define ADIOF_NOWAIT (1<<6)
40 #define ADIOB_WRITEMESSAGE 7
41 #define ADIOF_WRITEMESSAGE (1<<7)
42
43 #define ADIOERR_NOALLOCATION -10
44 #define ADIOERR_ALLOCFAILED -11
45 #define ADIOERR_CHANNELSTOLEN -12
46
47 struct IOAudio {
48     struct IORequest ioa_Request;
49     WORD ioa_AllocKey;
50     UBYTE *ioa_Data;
51     ULONG ioa_Length;
52     WORD ioa_Period;
53     WORD ioa_Volume;
54     WORD ioa_Cycles;
55     struct Message ioa_WriteMsg;
56 };
57
58 #endif /* DEVICES_AUDIO_H */
```

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```
1 #ifndef DEVICES_BOOTBLOCK_H
2 #define DEVICES_BOOTBLOCK_H
3 /*
4 ** $Filename: devices/bootblock.h $
5 ** $Release: 1.3 $
6 /**
7 ** BootBlock definition:
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 struct BootBlock {
14     UBYTE bb_id[4];           /* 4 character identifier */
15     LONG bb_cksum;          /* boot block checksum (balance) */
16     LONG bb_dosblock;        /* reserved for DOS patch */
17 };
18
19 #define BOOTSECTS 2          /* 1K bootstrap */
20
21 #define BBID_DOS { 'D', 'O', 'S', '\0' }
22 #define BBID_KICK { 'K', 'I', 'C', 'K' }
23
24 #define BBNAME_DOS ((('D'<<24)|('O'<<16)|('S'<<8))|
25 #define BBNAME_KICK ((('K'<<24)|('I'<<16)|('C'<<8)|('K'))|
26
27 #endif /* DEVICES_BOOTBLOCK_H */
```

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```
1 #ifndef DEVICES_CLIPBOARD_H
2 #define DEVICES_CLIPBOARD_H
3 /*
4 ** $Filename: devices/clipboard.h $
5 ** $Release: 1.3 $
6 **
7 ** clipboard device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif
16 #ifndef EXEC_LISTS_H
17 #include "exec/lists.h"
18 #endif
19 #ifndef EXEC_PORTS_H
20 #include "exec/ports.h"
21 #endif
22
23 #define CBD_POST (CMD_NONSTD+0)
24 #define CBD_CURRENTREADID (CMD_NONSTD+1)
25 #define CBD_CURRENTWRITEID (CMD_NONSTD+2)
26
27 #define CBERR_OBSOLETEID 1
28
29
30 struct ClipboardUnitPartial {
31     struct Node cu_Node; /* list of units */
32     ULONG cu_UnitNum; /* unit number for this unit */
33     /* the remaining unit data is private to the device */
34 };
35
36
37 struct IOClipReq {
38     struct Message io_Message;
39     struct Device *io_Device; /* device node pointer */
40     struct Unit *io_Unit; /* unit (driver private) */
41     WORD io_Command; /* device command */
42     BYTE io_Flags; /* including QUICK and SATISFY */
43     BYTE io_Error; /* error or warning num */
44     ULONG io_Actual; /* number of bytes transferred */
45     ULONG io_Length; /* number of bytes requested */
46     STRPTR io_Data; /* either clip stream or post port */
47     ULONG io_Offset; /* offset in clip stream */
48     LONG io_ClipID; /* ordinal clip identifier */
49 };
50
51 #define PRIMARY_CLIP 0 /* primary clip unit */
52
53 struct SatisfyMsg {
54     struct Message sm_Msg; /* the length will be 6 */
55     WORD sm_Unit; /* which clip unit this is */
56     LONG sm_ClipID; /* the clip identifier of the post */
57 };
58
59#endif /* DEVICES_CLIPBOARD_H */
```

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```
1 #ifndef DEVICES_CONSOLE_H
2 #define DEVICES_CONSOLE_H
3 /*
4 ** $Filename: devices/console.h $
5 ** $Release: 1.3 $
6 **
7 ** Console device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif
16
17 /***** Console commands *****/
18 #define CD_ASKKEYMAP (CMD_NONSTD+0)
19 #define CD_SETKEYMAP (CMD_NONSTD+1)
20 #define CD_ASKDEFAULTKEYMAP (CMD_NONSTD+2)
21 #define CD_SETDEFAULTKEYMAP (CMD_NONSTD+3)
22
23
24 /***** SGR parameters *****/
25
26 #define SGR_PRIMARY 0
27 #define SGR_BOLD 1
28 #define SGR_ITALIC 3
29 #define SGR_UNDERSCORE 4
30 #define SGR_NEGATIVE 7
31
32 /* these names refer to the ANSI standard, not the implementation */
33 #define SGR_BLACK 30
34 #define SGR_RED 31
35 #define SGR_GREEN 32
36 #define SGR_YELLOW 33
37 #define SGR_BLUE 34
38 #define SGR_MAGENTA 35
39 #define SGR_CYAN 36
40 #define SGR_WHITE 37
41 #define SGR_DEFAULT 39
42
43 #define SGR_BLACKBG 40
44 #define SGR_REDBG 41
45 #define SGR_GREENBG 42
46 #define SGR_YELLOWBG 43
47 #define SGR_BLUEBG 44
48 #define SGR_MAGENTABG 45
49 #define SGR_CYANBG 46
50 #define SGR_WHITEBG 47
51 #define SGR_DEFAULTBG 49
52
53 /* these names refer to the implementation, they are the preferred */
54 /* names for use with the Amiga console device. */
55 #define SGR_CLR0 30
56 #define SGR_CLR1 31
57 #define SGR_CLR2 32
58 #define SGR_CLR3 33
59 #define SGR_CLR4 34
60 #define SGR_CLR5 35
61 #define SGR_CLR6 36
62 #define SGR_CLR7 37
63
64 #define SGR_CLR0BG 40
65 #define SGR_CLR1BG 41
66 #define SGR_CLR2BG 42
67 #define SGR_CLR3BG 43
68 #define SGR_CLR4BG 44
69 #define SGR_CLR5BG 45
```

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```
70 #define SGR_CLR6BG      46
71 #define SGR_CLR7BG      47
72
73
74 /***** DSR parameters *****/
75
76 #define DSR_CPR          6
77
78 /***** CTC parameters *****/
79 #define CTC_HSETTAB       0
80 #define CTC_HCLRTAB       2
81 #define CTC_HCLRTABSALL   5
82
83 /***** TBC parameters *****/
84 #define TBC_HCLRTAB       0
85 #define TBC_HCLRTABSALL   3
86
87 /***** SM and RM parameters *****/
88 #define M_LNM    20        /* linefeed newline mode */
89 #define M_ASM    ">1"      /* auto scroll mode */
90 #define M_AWM    "?7"      /* auto wrap mode */
91
92 #endif /* DEVICES_CONSOLE_H */
```

D - 3

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```
1 #ifndef DEVICES_CONUNIT_H
2 #define DEVICES_CONUNIT_H
3 /*
4 **      $Filename: devices/conunit.h $
5 **      $Release: 1.3 $
6 **
7 **      Console device unit definitions
8 **
9 **      (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 **           All Rights Reserved
11 */
12
13 #ifndef EXEC_PORTS_H
14 #include "exec/ports.h"
15 #endif
16
17 #ifndef DEVICES_CONSOLE_H
18 #include "devices/console.h"
19 #endif
20
21 #ifndef DEVICES_KEYMAP_H
22 #include "devices/keymap.h"
23 #endif
24
25 #ifndef DEVICES_INPUТЕVENT_H
26 #include "devices/inpuтеvent.h"
27 #endif
28
29 #define PMB_ASM     (M_LNM+1) /* internal storage bit for AS flag */
30 #define PMB_AWM     (PMB_ASM+1) /* internal storage bit for AW flag */
31 #define MAXTABS    80
32
33
34 struct ConUnit {
35     struct MsgPort cu_MP;
36     /* ---- read only variables */
37     struct Window *cu_Window; /* intuition window bound to this unit */
38     WORD cu_XCP;             /* character position */
39     WORD cu_YCP;
40     WORD cu_XMax;            /* max character position */
41     WORD cu_YMax;
42     WORD cu_XRSize;           /* character raster size */
43     WORD cu_YRSize;
44     WORD cu_XROrigin;         /* raster origin */
45     WORD cu_YROrigin;
46     WORD cu_XRExtant;         /* raster maxima */
47     WORD cu_YRExtant;
48     WORD cu_XMinShrink;        /* smallest area intact from resize process */
49     WORD cu_YMinShrink;
50     WORD cu_XCCP;             /* cursor position */
51     WORD cu_YCCP;
52
53     /* ---- read/write variables (writes must be protected) */
54     /* ---- storage for AskKeyMap and SetKeyMap */
55     struct KeyMap cu_KeyMapStruct;
56     /* ---- tab stops */
57     ULONG cu_TabStops[MAXTABS]; /* 0 at start, 0xffff at end of list */
58
59     /* ---- console rastport attributes */
60     BYTE cu_Mask;
61     BYTE cu_FgPen;
62     BYTE cu_BgPen;
63     BYTE cu_AOLPen;
64     BYTE cu_DrawMode;
65     BYTE cu_AreaPtSz;
66     APTR cu_AreaPtr;           /* cursor area pattern */
67     UBYTE cu_Minterms[8];      /* console minterms */
68     struct TextFont *cu_Font;
69     UBYTE cu_AlgoStyle;
```

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```
70 UBYTE cu_TxFlags;
71 WORD cu_TxHeight;
72 WORD cu_TxWidth;
73 WORD cu_TxBaseline;
74 WORD cu_TxSpacing;
75
76 /* ---- console MODES and RAW EVENTS switches */
77 UBYTE cu_Modes[(PMB_AWM+7)/8]; /* one bit per mode */
78 UBYTE cu_RawEvents[(IECLASS_MAX+7)/8];
79 };
80
81 #endif /* DEVICES_CONUNIT_H */
```

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```
1 #ifndef DEVICES_GAMEPORT_H
2 #define DEVICES_GAMEPORT_H
3 /*
4 ** $Filename: devices/gameport.h $
5 ** $Release: 1.3 $
6 **
7 ** GamePort device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 ***** GamePort commands *****/
14 #define GPD_READEVENT (CMD_NONSTD+0)
15 #define GPD_ASKCTYPE (CMD_NONSTD+1)
16 #define GPD_SETCTYPE (CMD_NONSTD+2)
17 #define GPD_ASKTRIGGER (CMD_NONSTD+3)
18 #define GPD_SETTRIGGER (CMD_NONSTD+4)
19
20 ***** GamePort structures *****/
21
22 /* gpt_Keys */
23 #define GPTB_DOWNKEYS 0
24 #define GPTF_DOWNKEYS (1<<0)
25 #define GPTB_UPKEYS 1
26 #define GPTF_UPKEYS (1<<1)
27
28 struct GamePortTrigger {
29     WORD gpt_Keys; /* key transition triggers */
30     WORD gpt_Timeout; /* time trigger (vertical blank units) */
31     WORD gpt_XDelta; /* X distance trigger */
32     WORD gpt_YDelta; /* Y distance trigger */
33 };
34
35 ***** Controller Types *****/
36 #define GPCT_ALLOCATED -1 /* allocated by another user */
37 #define GPCT_NOCONTROLLER 0
38
39 #define GPCT_MOUSE 1
40 #define GPCT_RELJOYSTICK 2
41 #define GPCT_ABSJOYSTICK 3
42
43
44 ***** Errors *****/
45 #define GPDERR_SETCTYPE 1 /* this controller not valid at this time */
46
47 #endif /* DEVICES_GAMEPORT_H */
```

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```
1 #ifndef DEVICES_HARDBLOCKS_H
2 #define DEVICES_HARDBLOCKS_H
3 /*
4 ** $Filename: devices/hardblocks.h $
5 ** $Revision: 1.0 $
6 ** $Date: 88/07/11 15:32:49 $
7 **
8 ** File System identifier blocks for hard disks
9 **
10 ** (C) Copyright 1988 Commodore-Amiga, Inc.
11 ** All Rights Reserved
12 */
13
14 */
15 *
16 * This file describes blocks of data that exist on a hard disk
17 * to describe that disk. They are not generically accessible to
18 * the user as they do not appear on any DOS drive. The blocks
19 * are tagged with a unique identifier, checksummed, and linked
20 * together. The root of these blocks is the RigidDiskBlock.
21 *
22 * The RigidDiskBlock must exist on the disk within the first
23 * RDB_LOCATION_LIMIT blocks. This inhibits the use of the zero
24 * cylinder in an AmigaDOS partition: although it is strictly
25 * possible to store the RigidDiskBlock data in the reserved
26 * area of a partition, this practice is discouraged since the
27 * reserved blocks of a partition are overwritten by "Format",
28 * "Install", "DiskCopy", etc. The recommended disk layout,
29 * then, is to use the first cylinder(s) to store all the drive
30 * data specified by these blocks: i.e. partition descriptions,
31 * file system load images, drive bad block maps, spare blocks,
32 * etc.
33 *
34 * Though only 512 byte blocks are currently supported by the
35 * file system, this proposal tries to be forward-looking by
36 * making the block size explicit, and by using only the first
37 * 256 bytes for all blocks but the LoadSeg data.
38 */
39 */
40
41 */
42 * NOTE
43 * optional block addresses below contain $ffffff to indicate
44 * a NULL address, as zero is a valid address
45 */
46 struct RigidDiskBlock {
47     ULONG rdb_ID;           /* 4 character identifier */
48     ULONG rdb_SummedLongs;  /* size of this checksummed structure */
49     LONG rdb_ChkSum;        /* block checksum (longword sum to zero) */
50     ULONG rdb_HostID;       /* SCSI Target ID of host */
51     ULONG rdb_BlockBytes;   /* size of disk blocks */
52     ULONG rdb_Flags;        /* see below for defines */
53     /* block list heads */
54     ULONG rdb_BadBlockList; /* optional bad block list */
55     ULONG rdb_PartitionList; /* optional first partition block */
56     ULONG rdb_FileSysHeaderList; /* optional file system header block */
57     ULONG rdb_DriveInit;    /* optional drive-specific init code */
58     /* DriveInit(lun,rdb,ior): "C" stk & d0/a0/a1 */
59     ULONG rdb_Reserved1[6];  /* set to $ffffff */
60     /* physical drive characteristics */
61     ULONG rdb_Cylinders;    /* number of drive cylinders */
62     ULONG rdb_Sectors;      /* sectors per track */
63     ULONG rdb_Heads;        /* number of drive heads */
64     ULONG rdb_Interleave;   /* interleave */
65     ULONG rdb_Park;         /* landing zone cylinder */
66     ULONG rdb_Reserved2[3];
67     ULONG rdb_WritePreComp; /* starting cylinder: write precompensation */
68     ULONG rdb_ReducedWrite; /* starting cylinder: reduced write current */
69     ULONG rdb_StepRate;     /* drive step rate */
```

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```
70     ULONG rdb_Reserved3[5];
71     /* logical drive characteristics */
72     ULONG rdb_RDBBlocksLo; /* low block of range reserved for hardblocks */
73     ULONG rdb_RDBBlocksHi; /* high block of range for these hardblocks */
74     ULONG rdb_LoCylinder;  /* low cylinder of partitionable disk area */
75     ULONG rdb_HiCylinder;  /* high cylinder of partitionable data area */
76     ULONG rdb_CylBlocks;   /* number of blocks available per cylinder */
77     ULONG rdb_AutoParkSeconds; /* zero for no auto park */
78     ULONG rdb_Reserved4[2];
79     /* drive identification */
80     char rdb_DiskVendor[8];
81     char rdb_DiskProduct[16];
82     char rdb_DiskRevision[4];
83     char rdb_ControllerVendor[8];
84     char rdb_ControllerProduct[16];
85     char rdb_ControllerRevision[4];
86     ULONG rdb_Reserved5[10];
87 }
88
89 #define IDNAME_RIGIDDISK ((('R'<<24)|('D'<<16)|('S'<<8)|('K'))
90
91 #define RDB_LOCATION_LIMIT 16
92
93 #define RDBFF_LAST 0 /* no disks exist to be configured after */
94 #define RDBFF_LAST 0x01L /* this one on this controller */
95 #define RDBFF_LASTLUN 1 /* no LUNs exist to be configured greater */
96 #define RDBFF_LASTLUN 0x02L /* than this one at this SCSI Target ID */
97 #define RDBFF_LASTTID 2 /* no Target IDs exist to be configured */
98 #define RDBFF_LASTTID 0x04L /* greater than this one on this SCSI bus */
99 #define RDBFF_NORESELECT 3 /* don't bother trying to perform reselection */
100 #define RDBFF_NORESELECT 0x08L /* when talking to this drive */
101 #define RDBFF_DISKID 4 /* rdb_Disk... identification valid */
102 #define RDBFF_DISKID 0x10L
103 #define RDBFF_CTRLRID 5 /* rdb_Controller... identification valid */
104 #define RDBFF_CTRLRID 0x20L
105
106 */
107 struct BadBlockEntry {
108     ULONG bbe_BadBlock; /* block number of bad block */
109     ULONG bbe_GoodBlock; /* block number of replacement block */
110 };
111
112 struct BadBlockBlock {
113     ULONG bbb_ID; /* 4 character identifier */
114     ULONG bbb_SummedLongs; /* size of this checksummed structure */
115     LONG bbb_ChkSum; /* block checksum (longword sum to zero) */
116     ULONG bbb_HostID; /* SCSI Target ID of host */
117     ULONG bbb_Next; /* block number of the next BadBlockBlock */
118     ULONG bbb_Reserve;
119     struct BadBlockEntry bbb_BlockPairs[61]; /* bad block entry pairs */
120     /* note [61] assumes 512 byte blocks */
121 };
122
123 #define IDNAME_BADBLOCK ((('B'<<24)|('A'<<16)|('D'<<8)|('B'))
124
125 */
126 struct PartitionBlock {
127     ULONG pb_ID; /* 4 character identifier */
128     ULONG pb_SummedLongs; /* size of this checksummed structure */
129     LONG pb_ChkSum; /* block checksum (longword sum to zero) */
130     ULONG pb_HostID; /* SCSI Target ID of host */
131     ULONG pb_Next; /* block number of the next PartitionBlock */
132     ULONG pb_Flags; /* see below for defines */
133     ULONG pb_Reserved1[2];
134     ULONG pb_DevFlags; /* preferred flags for OpenDevice */
135     UBYTE pb_DriveName[32]; /* preferred DOS device name: BSTR form */
136     /* (not used if this name is in use) */
137     ULONG pb_Reserved2[15]; /* filler to 32 longwords */
138     ULONG pb_Environment[17]; /* environment vector for this partition */
```

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```
139     ULONG pb_EReserved[15]; /* reserved for future environment vector */
140 };
141
142 #define IDNAME_PARTITION (('P'<<24)|('A'<<16)|('R'<<8)|('T'))
143
144 #define PBFB_BOOTABLE 0 /* this partition is intended to be bootable */
145 #define PBFF_BOOTABLE 1L /* (expected directories and files exist) */
146 #define PBFB_NOMOUNT 1 /* do not mount this partition (e.g. manually) */
147 #define PBFF_NOMOUNT 2L /* mounted, but space reserved here) */
148
149 */
150 struct FileSysHeaderBlock {
151     ULONG fhb_ID; /* 4 character identifier */
152     ULONG fhb_SummedLongs; /* size of this checksummed structure */
153     LONG fhb_ChkSum; /* block checksum (longword sum to zero) */
154     ULONG fhb_HostID; /* SCSI Target ID of host */
155     ULONG fhb_Next; /* block number of next FileSysHeaderBlock */
156     ULONG fhb_Flags; /* see below for defines */
157     ULONG fhb_Reserved1[2];
158     ULONG fhb_DosType; /* file system description: match this with */
159     /* partition environment's DE_DOSTYPE entry */
160     ULONG fhb_version; /* release version of this code */
161     ULONG fhb_PatchFlags; /* bits set for those of the following that */
162     /* need to be substituted into a standard */
163     /* device node for this file system: e.g. */
164     /* 0x180 to substitute SegList & GlobalVec */
165     ULONG fhb_Type; /* device node type: zero */
166     ULONG fhb_Task; /* standard dos "task" field: zero */
167     ULONG fhb_Lock; /* not used for devices: zero */
168     ULONG fhb_Handler; /* filename to loadseg: zero placeholder */
169     ULONG fhb_StackSize; /* stacksize to use when starting task */
170     LONG fhb_Priority; /* task priority when starting task */
171     LONG fhb_Startup; /* startup msg: zero placeholder */
172     LONG fhb_SegListBlocks; /* first of linked list of LoadSegBlocks: */
173     /* note that this entry requires some */
174     /* processing before substitution */
175     LONG fhb_GlobalVec; /* BCPL global vector when starting task */
176     ULONG fhb_Reserved2[23]; /* (those reserved by PatchFlags) */
177     ULONG fhb_Reserved3[21];
178 };
179
180 #define IDNAME_FILESYSHEADER (('F'<<24)|('S'<<16)|('H'<<8)|('D'))
181
182 */
183 struct LoadSegBlock {
184     ULONG lsb_ID; /* 4 character identifier */
185     ULONG lsb_SummedLongs; /* size of this checksummed structure */
186     LONG lsb_ChkSum; /* block checksum (longword sum to zero) */
187     ULONG lsb_HostID; /* SCSI Target ID of host */
188     ULONG lsb_Next; /* block number of the next LoadSegBlock */
189     ULONG lsb_LoadData[123]; /* data for "loadseg" */
190     /* note [123] assumes 512 byte blocks */
191 };
192
193 #define IDNAME_LOADSEG (('L'<<24)|('S'<<16)|('E'<<8)|('G'))
194
195 #endif /* DEVICES_HARDBLOCKS_H */
```

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```
1 #ifndef DEVICES_INPUT_H
2 #define DEVICES_INPUT_H
3 /*
4 ** $Filename: devices/input.h $
5 ** $Release: 1.3 $
6 **
7 ** input device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif
16
17 #define IND_ADDHANDLER (CMD_NONSTD+0)
18 #define IND_REMHANDLER (CMD_NONSTD+1)
19 #define IND_WRITEEVENT (CMD_NONSTD+2)
20 #define IND_SETHRESH (CMD_NONSTD+3)
21 #define IND_SETPERIOD (CMD_NONSTD+4)
22 #define IND_SETPORT (CMD_NONSTD+5)
23 #define IND_SETTYPE (CMD_NONSTD+6)
24 #define IND_SETMTRIG (CMD_NONSTD+7)
25
26 #endif /* DEVICES_INPUT_H */
```

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```
1 #ifndef DEVICES_INPUТЕVENT_H
2 #define DEVICES_INPUТЕVENT_H
3 /*
4 ** $Filename: devices/inputevent.h $
5 ** $Release: 1.3 $
6 /**
7 ** input event definitions
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef DEVICES_TIMER_H
14 #include "devices/timer.h"
15 #endif
16
17 /*----- constants -----*/
18
19 /* --- InputEvent.ie_Class --- */
20 /* A NOP input event */
21 #define IECLASS_NULL 0x00
22 /* A raw keycode from the keyboard device */
23 #define IECLASS_RAWKEY 0x01
24 /* The raw mouse report from the game port device */
25 #define IECLASS_RAWMOUSE 0x02
26 /* A private console event */
27 #define IECLASS_EVENT 0x03
28 /* A Pointer Position report */
29 #define IECLASS_POINTERPOS 0x04
30 /* A timer event */
31 #define IECLASS_TIMER 0x06
32 /* select button pressed down over a Gadget (address in ie_EventAddress) */
33 #define IECLASS_GADGETDOWN 0x07
34 /* select button released over the same Gadget (address in ie_EventAddress) */
35 #define IECLASS_GADGETUP 0x08
36 /* some Requester activity has taken place. See Codes REQCLEAR and REQSET */
37 #define IECLASS_REQUESTER 0x09
38 /* this is a Menu Number transmission (Menu number is in ie_Code) */
39 #define IECLASS_MENULIST 0x0A
40 /* User has selected the active Window's Close Gadget */
41 #define IECLASS_CLOSEWINDOW 0x0B
42 /* this Window has a new size */
43 #define IECLASS_SIZEWINDOW 0x0C
44 /* the Window pointed to by ie_EventAddress needs to be refreshed */
45 #define IECLASS_REFRESHWINDOW 0x0D
46 /* new preferences are available */
47 #define IECLASS_NEWPREFS 0x0E
48 /* the disk has been removed */
49 #define IECLASS_DISKREMOVED 0x0F
50 /* the disk has been inserted */
51 #define IECLASS_DISKINSERTED 0x10
52 /* the window is about to be made active */
53 #define IECLASS_ACTIVEWINDOW 0x11
54 /* the window is about to be made inactive */
55 #define IECLASS_INACTIVEWINDOW 0x12
56
57
58 /* the last class */
59 #define IECLASS_MAX 0x12
60
61
62
63 /* --- InputEvent.ie_Code --- */
64 /* IECLASS_RAWKEY */
65 #define IECODE_UP_PREFIX 0x80
66 #define IECODE_KEY_CODE_FIRST 0x00
67 #define IECODE_KEY_CODE_LAST 0x77
68 #define IECODE_COMM_CODE_FIRST 0x78
69 #define IECODE_COMM_CODE_LAST 0x7F
```

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```
70
71 /* IECLASS_ANSI */
72 #define IECODE_C0_FIRST 0x00
73 #define IECODE_C0_LAST 0x1F
74 #define IECODE_ASCII_FIRST 0x20
75 #define IECODE_ASCII_LAST 0x7E
76 #define IECODE_ASCII_DEL 0x7F
77 #define IECODE_C1_FIRST 0x80
78 #define IECODE_C1_LAST 0x9F
79 #define IECODE_LATIN1_FIRST 0xA0
80 #define IECODE_LATIN1_LAST 0xFF
81
82 /* IECLASS_RAWMOUSE */
83 #define IECODE_LBUTTON 0x68 /* also uses IECODE_UP_PREFIX */
84 #define IECODE_RBUTTON 0x69
85 #define IECODE_MBUTTON 0x6A
86 #define IECODE_Nobutton 0xFF
87
88 /* IECLASS_EVENT */
89 #define IECODE_NEWACTIVE 0x01 /* active input window changed */
90
91 /* IECLASS_REQUESTER Codes */
92 /* REQSET is broadcast when the first Requester (not subsequent ones) opens
93 * in the Window
94 */
95 #define IECODE_REQSET 0x01
96 /* REQCLEAR is broadcast when the last Requester clears out of the Window */
97 #define IECODE_REQCLEAR 0x00
98
99
100 /* --- InputEvent.ie_Qualifier --- */
101 #define IEQUALIFIER_LSHIFT 0x0001
102 #define IEQUALIFIER_RSHIFT 0x0002
103 #define IEQUALIFIER_CAPSLOCK 0x0004
104 #define IEQUALIFIER_CONTROL 0x0008
105 #define IEQUALIFIER_LALT 0x0010
106 #define IEQUALIFIER_RALT 0x0020
107 #define IEQUALIFIER_LCOMMAND 0x0040
108 #define IEQUALIFIER_RCOMMAND 0x0080
109 #define IEQUALIFIER_NUMERICPAD 0x0100
110 #define IEQUALIFIER_REPEAT 0x0200
111 #define IEQUALIFIER_INTERRUPT 0x0400
112 #define IEQUALIFIER_MULTIBROADCAST 0x0800
113 #define IEQUALIFIER_MIDBUTTON 0x1000
114 #define IEQUALIFIER_RBUTTON 0x2000
115 #define IEQUALIFIER_LEFTBUTTON 0x4000
116 #define IEQUALIFIER_RELATIVEMOUSE 0x8000
117
118 #define IEQUALIFIERB_LSHIFT 0
119 #define IEQUALIFIERB_RSHIFT 1
120 #define IEQUALIFIERB_CAPSLOCK 2
121 #define IEQUALIFIERB_CONTROL 3
122 #define IEQUALIFIERB_LALT 4
123 #define IEQUALIFIERB_RALT 5
124 #define IEQUALIFIERB_LCOMMAND 6
125 #define IEQUALIFIERB_RCOMMAND 7
126 #define IEQUALIFIERB_NUMERICPAD 8
127 #define IEQUALIFIERB_REPEAT 9
128 #define IEQUALIFIERB_INTERRUPT 10
129 #define IEQUALIFIERB_MULTIBROADCAST 11
130 #define IEQUALIFIERB_MIDBUTTON 12
131 #define IEQUALIFIERB_RBUTTON 13
132 #define IEQUALIFIERB_LEFTBUTTON 14
133 #define IEQUALIFIERB_RELATIVEMOUSE 15
134
135 /*----- InputEvent -----*/
136
137 struct InputEvent {
138     struct InputEvent *ie_NextEvent; /* the chronologically next event */
```

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```
139    UBYTE    ie_Class;           /* the input event class */
140    UBYTE    ie_SubClass;        /* optional subclass of the class */
141    WORD     ie_Code;           /* the input event code */
142    WORD     ie_Qualifier;       /* qualifiers in effect for the event*/
143    union {
144        struct {
145            WORD    ie_x;             /* the pointer position for the event*/
146            WORD    ie_y;
147        } ie_xy;
148        APTR    ie_addr;
149    } ie_position;
150    struct timeval ie_TimeStamp;   /* the system tick at the event */
151 };
152
153 #define ie_X    ie_position.ie_xy.ie_x
154 #define ie_Y    ie_position.ie_xy.ie_y
155 #define ie_EventAddress  ie_position.ie_addr
156
157 #endif /* DEVICES_INPUТЕVENT_H */
```

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```
1 #ifndef DEVICES_KEYBOARD_H
2 #define DEVICES_KEYBOARD_H
3 /*
4 ** $Filename: devices/keyboard.h $
5 ** $Release: 1.3 $
6 **
7 ** Keyboard device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif
16
17 #define KBD_READEVENT      (CMD_NONSTD+0)
18 #define KBD_READMATRIX     (CMD_NONSTD+1)
19 #define KBD_ADDRESETHANDLER (CMD_NONSTD+2)
20 #define KBD_RESETHANDLER   (CMD_NONSTD+3)
21 #define KBD_RESETHANDLERDONE (CMD_NONSTD+4)
22
23 #endif /* DEVICES_KEYBOARD_H */
```

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```
1 #ifndef DEVICES_KEYMAP_H
2 #define DEVICES_KEYMAP_H
3 /**
4 ** $Filename: devices/keymap.h $
5 ** $Release: 1.3 $
6 /**
7 ** keymap.resource definitions and console.device key map definitions
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 /**
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif
16 #ifndef EXEC_LISTS_H
17 #include "exec/lists.h"
18 #endif
19
20 struct KeyMap {
21     UBYTE *km_LoKeyMapTypes;
22     ULONG *km_LoKeyMap;
23     UBYTE *km_LoCapsable;
24     UBYTE *km_LoRepeatable;
25     UBYTE *km_HiKeyMapTypes;
26     ULONG *km_HiKeyMap;
27     UBYTE *km_HiCapsable;
28     UBYTE *km_HiRepeatable;
29 };
30
31 struct KeyMapNode {
32     struct Node kn_Node; /* including name of keymap */
33     struct KeyMap kn_KeyMap;
34 };
35
36 /* the structure of keymap.resource */
37 struct KeyMapResource {
38     struct Node kr_Node;
39     struct List kr_List; /* a list of KeyMapNodes */
40 };
41
42 /* Key Map Types */
43 #define KC_NOEQUAL 0
44 #define KC_VANILLA 7 /* note that SHIFT+ALT+CTRL is VANILLA */
45 #define KCB_SHIFT 0
46 #define KCF_SHIFT 0x01
47 #define KCB_ALT 1
48 #define KCF_ALT 0x02
49 #define KCB_CONTROL 2
50 #define KCF_CONTROL 0x04
51 #define KCB_DOWNUP 3
52 #define KCF_DOWNUP 0x08
53
54 #define KCB_DEAD 5 /* may be dead or modified by dead key: */
55 #define KCF_DEAD 0x20 /* use dead prefix bytes */
56
57 #define KCB_STRING 6
58 #define KCF_STRING 0x40
59
60 #define KCB_NOP 7
61 #define KCF_NOP 0x80
62
63
64 /* Dead Prefix Bytes */
65 #define DPB_MOD 0
66 #define DPF_MOD 0x01
67 #define DPB_DEAD 3
68 #define DPF_DEAD 0x08
69
```

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```
70 #define DP_2DINDEXMASK 0x0f /* mask for index for 1st of two dead keys */
71 #define DP_2DFACSHIFT 4 /* shift for factor for 1st of two dead keys */
72
73#endif /* DEVICES_KEYMAP_H */
```

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```
1 #ifndef DEVICES_NARRATOR_H
2 #define DEVICES_NARRATOR_H
3 /*
4 **      $Filename: devices/narrator.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif
16
17     /* Error Codes */
18
19 #define ND_NoMem    -2      /* Can't allocate memory */
20 #define ND_NoAudLib -3      /* Can't open audio device */
21 #define ND_MakeBad   -4      /* Error in MakeLibrary call */
22 #define ND_UnitErr   -5      /* Unit other than 0 */
23 #define ND_CantAlloc -6      /* Can't allocate audio channel(s) */
24 #define ND_Unimpl    -7      /* Unimplemented command */
25 #define ND_NoWrite   -8      /* Read for mouth without write first */
26 #define ND_Expunged  -9      /* Can't open, deferred expunge bit set */
27 #define ND_PhonErr   -20     /* Phoneme code spelling error */
28 #define ND_RateErr   -21     /* Rate out of bounds */
29 #define ND_PitchErr  -22     /* Pitch out of bounds */
30 #define ND_SexErr    -23     /* Sex not valid */
31 #define ND_ModeErr   -24     /* Mode not valid */
32 #define ND_FreqErr   -25     /* Sampling frequency out of bounds */
33 #define ND_VolErr    -26     /* Volume out of bounds */
34
35
36
37     /* Input parameters and defaults */
38
39 #define DEFPIITCH   110      /* Default pitch */
40 #define DEFRATE     150      /* Default speaking rate (wpm) */
41 #define DEFVOL      64       /* Default volume (full) */
42 #define DEFFREQ     22200    /* Default sampling frequency (Hz) */
43 #define MALE        0        /* Male vocal tract */
44 #define FEMALE     1        /* Female vocal tract */
45 #define NATURALFO   0        /* Natural pitch contours */
46 #define ROBOTICFO  1        /* Monotone */
47 #define DEFSEX      MALE    /* Default sex */
48 #define DEFMODE    NATURALFO /* Default mode */
49
50
51
52     /* Parameter bounds */
53
54 #define MINRATE     40       /* Minimum speaking rate */
55 #define MAXRATE    400      /* Maximum speaking rate */
56 #define MINPITCH   65       /* Minimum pitch */
57 #define MAXPITCH   320      /* Maximum pitch */
58 #define MINFREQ    5000     /* Minimum sampling frequency */
59 #define MAXFREQ    28000    /* Maximum sampling frequency */
60 #define MINVOL     0        /* Minimum volume */
61 #define MAXVOL     64       /* Maximum volume */
62
63
64
65     /* Standard Write request */
66
67 struct narrator_rb {
68     struct IostdReq message; /* Standard IORB */
69     WORD rate; /* Speaking rate (words/minute) */
```

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```
70     WORD pitch; /* Baseline pitch in Hertz */
71     WORD mode; /* Pitch mode */
72     WORD sex; /* Sex of voice */
73     UBYTE *ch_masks; /* Pointer to audio alloc maps */
74     WORD nm_masks; /* Number of audio alloc maps */
75     WORD volume; /* Volume. 0 (off) thru 64 */
76     WORD sampfreq; /* Audio sampling freq */
77     UBYTE mouths; /* If non-zero, generate mouths */
78     UBYTE chanmask; /* Which ch mask used (internal) */
79     UBYTE numchan; /* Num ch masks used (internal) */
80     UBYTE pad; /* For alignment */
81 }
82
83
84
85     /* Standard Read request */
86
87 struct mouth_rb {
88     struct narrator_rb voice; /* Speech IORB */
89     UBYTE width; /* Width (returned value) */
90     UBYTE height; /* Height (returned value) */
91     UBYTE shape; /* Internal use, do not modify */
92     UBYTE pad; /* For alignment */
93 }
94
95 #endif /* DEVICES_NARRATOR_H */
```

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```
1 #ifndef DEVICES_PARALLEL_H
2 #define DEVICES_PARALLEL_H
3 /*
4 ** $Filename: devices/parallel.h $
5 ** $Release: 1.3 $
6 **
7 ** external declarations for Serial Port Driver
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif !EXEC_IO_H
16
17 struct IOPArray {
18     ULONG PTermArray0;
19     ULONG PTermArray1;
20 };
21
22 ****
23 /* CAUTION !! IF YOU ACCESS the parallel.device, you MUST (!!!) use
24 an IOExtPar-sized structure or you may overlay innocent memory !!! */
25 ****
26
27 struct IOExtPar {
28     struct IOStdReq IOPar;
29
30     /* STRUCT MsgNode
31     * 0 APTR Succ
32     * 4 APTR Pred
33     * 8 UBYTE Type
34     * 9 UBYTE Pri
35     * A APTR Name
36     * E APTR ReplyPort
37     * 12 WORD MNLength
38     * STRUCT IOExt
39     * 14 APTR io_Device
40     * 18 APTR io_Unit
41     * 1C WORD io_Command
42     * 1E UBYTE io_Flags
43     * 1F UBYTE io_Error
44     * STRUCT IOStdExt
45     * 20 ULONG io_Actual
46     * 24 ULONG io_Length
47     * 28 APTR io_Data
48     * 2C ULONG io_Offset
49     * 30 */
50     ULONG io_PExtFlags; /* (not used) flag extension area */
51     UBYTE io_Status; /* status of parallel port and registers */
52     UBYTE io_ParFlags; /* see PARFLAGS bit definitions below */
53     struct IOPArray io_PTermArray; /* termination character array */
54 };
55
56 #define PARB_SHARED 5 /* ParFlags non-exclusive access bit */
57 #define PARF_SHARED (1<<5) /* non-exclusive access mask */
58 #define PARB_RAD_BOOGIE 3 /* (not yet implemented) */
59 #define PARF_RAD_BOOGIE (1<<3) /* (not yet implemented) */
60 #define PARB_EOemode 1 /* EOF mode enabled bit */
61 #define PARF_EOemode (1<<1) /* EOF mode enabled mask */
62 #define IOPARB_QUEUED 6 /* IO_FLAGS rqst-queued bit */
63 #define IOPARF_QUEUED (1<<6) /* rqst-queued mask */
64 #define IOPARB_ABORT 5 /* rqst-aborted bit */
65 #define IOPARF_ABORT (1<<5) /* rqst-aborted mask */
66 #define IOPARB_ACTIVE 4 /* rqst-qued-or-current bit */
67 #define IOPARF_ACTIVE (1<<4) /* rqst-qued-or-current mask */
68 #define IOPTB_RWDIR 3 /* IO_STATUS read=0,write=1 bit */
69 #define IOPTF_RWDIR (1<<3) /* read=0,write=1 mask */
```

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```
70 #define IOPTB_PARSEL 2 /* printer selected on the A1000 */
71 #define IOPTF_PARSEL (1<<2) /* printer selected & serial "Ring Indicator"
72 on the A500 & A2000. Be careful when
73 making cables */
74 #define IOPTB_PAPEROUT 1 /* paper out bit */
75 #define IOPTF_PAPEROUT (1<<1) /* paper out mask */
76 #define IOPTB_PARBUSY 0 /* printer in busy toggle bit */
77 #define IOPTF_PARBUSY (1<<0) /* printer in busy toggle mask */
78 /* Note: previous versions of this include files had bits 0 and 2 swapped */
79
80 #define PARALLELNAME "parallel.device"
81
82 #define PDCMD_QUERY (CMD_NONSTD)
83 #define PDCMD_SETPARAMS (CMD_NONSTD+1)
84
85 #define ParErr_DevBusy 1
86 #define ParErr_BufTooBig 2
87 #define ParErr_InvParam 3
88 #define ParErr_LineErr 4
89 #define ParErr_NotOpen 5
90 #define ParErr_PortReset 6
91 #define ParErr_InitErr 7
92
93 #endif /* DEVICES_PARALLEL_H */
```

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```
1 #ifndef DEVICES_PRINTER_H
2 #define DEVICES_PRINTER_H
3 /*
4 **      $Filename: devices/printer.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif
16
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19 #endif
20
21 #ifndef EXEC_PORTS_H
22 #include "exec/ports.h"
23 #endif
24
25 #define PRD_RAWWRITE      (CMD_NONSTD+0)
26 #define PRD_PRTCOMMAND    (CMD_NONSTD+1)
27 #define PRD_DUMPRPORT     (CMD_NONSTD+2)
28 #define PRD_QUERY         (CMD_NONSTD+3)
29
30 /* printer command definitions */
31
32 #define aRIS   0 /* ESCc reset           ISO */
33 #define aRIN   1 /* ESC#1 initialize       +++ */
34 #define aIND   2 /* ESCD lf                ISO */
35 #define aNEL   3 /* ESCE return,lf          ISO */
36 #define aRI    4 /* ESCM reverse lf          ISO */
37
38 #define aSGR0  5 /* ESC[0m normal char set ISO */
39 #define aSGR3  6 /* ESC[3m italics on       ISO */
40 #define aSGR23 7 /* ESC[23m italics off      ISO */
41 #define aSGR4  8 /* ESC[4m underline on     ISO */
42 #define aSGR24 9 /* ESC[24m underline off    ISO */
43 #define aSGRL 10 /* ESC[1m boldface on       ISO */
44 #define aSGR22 11 /* ESC[22m boldface off     ISO */
45 #define aSFC  12 /* SGR30-39 set foreground color ISO */
46 #define aSBC  13 /* SGR40-49 set background color ISO */
47
48 #define aSHORPO 14 /* ESC[0w normal pitch      DEC */
49 #define aSHORP2 15 /* ESC[2w elite on          DEC */
50 #define aSHORP1 16 /* ESC[1w elite off          DEC */
51 #define aSHORP4 17 /* ESC[4w condensed fine on DEC */
52 #define aSHORP3 18 /* ESC[3w condensed off       DEC */
53 #define aSHORP6 19 /* ESC[6w enlarged on        DEC */
54 #define aSHORP5 20 /* ESC[5w enlarged off        DEC */
55
56 #define aDEN6 21 /* ESC[6"z shadow print on  DEC (sort of) */
57 #define aDEN5 22 /* ESC[5"z shadow print off DEC */
58 #define aDEN4 23 /* ESC[4"z doublestrike on  DEC */
59 #define aDEN3 24 /* ESC[3"z doublestrike off DEC */
60 #define aDEN2 25 /* ESC[2"z NLQ on           DEC */
61 #define aDEN1 26 /* ESC[1"z NLQ off           DEC */
62
63 #define aSUS2 27 /* ESC[2v superscript on     +++ */
64 #define aSUS1 28 /* ESC[1v superscript off    +++ */
65 #define aSUS4 29 /* ESC[4v subscript on       +++ */
66 #define aSUS3 30 /* ESC[3v subscript off       +++ */
67 #define aSUS0 31 /* ESC[0v normalize the line +++ */
68 #define aPLU 32 /* ESCL partial line up       ISO */
69 #define aPLD 33 /* ESCK partial line down     ISO */

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```

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```
70
71 #define aFNT0 34 /* ESC(B US char set or Typeface 0 (default) */
72 #define aFNT1 35 /* ESC(R French char set or Typeface 1 */
73 #define aFNT2 36 /* ESC(K German char set or Typeface 2 */
74 #define aFNT3 37 /* ESC(A UK char set or Typeface 3 */
75 #define aFNT4 38 /* ESC(E Danish I char set or Typeface 4 */
76 #define aFNT5 39 /* ESC(H Sweden char set or Typeface 5 */
77 #define aFNT6 40 /* ESC(Y Italian char set or Typeface 6 */
78 #define aFNT7 41 /* ESC(Z Spanish char set or Typeface 7 */
79 #define aFNT8 42 /* ESC(J Japanese char set or Typeface 8 */
80 #define aFNT9 43 /* ESC(6 Norwegian char set or Typeface 9 */
81 #define aFNT10 44 /* ESC(C Danish II char set or Typeface 10 */
82
83 /*
84      Suggested typefaces are:
85
86      0 - default typeface.
87      1 - Line Printer or equiv.
88      2 - Pica or equiv.
89      3 - Elite or equiv.
90      4 - Helvetica or equiv.
91      5 - Times Roman or equiv.
92      6 - Gothic or equiv.
93      7 - Script or equiv.
94      8 - Prestige or equiv.
95      9 - Caslon or equiv.
96      10 - Orator or equiv.
97 */
98
99 #define aPROP2 45 /* ESC[2p proportional on      +++ */
100 #define aPROP1 46 /* ESC[1p proportional off     +++ */
101 #define aPROP0 47 /* ESC[0p proportional clear   +++ */
102 #define aTSS  48 /* ESC[n E set proportional offset ISO */
103 #define aJFY5 49 /* ESC[5 F auto left justify ISO */
104 #define aJFY7 50 /* ESC[7 F auto right justify ISO */
105 #define aJFY6 51 /* ESC[6 F auto full justify ISO */
106 #define aJFY0 52 /* ESC[0 F auto justify off    ISO */
107 #define aJFY3 53 /* ESC[3 F letter space (justify) ISO (special) */
108 #define aJFY1 54 /* ESC[1 F word fill(auto center) ISO (special) */
109
110 #define aVERPO 55 /* ESC[0z 1/8" line spacing    +++ */
111 #define aVERP1 56 /* ESC[1z 1/6" line spacing    +++ */
112 #define aSLPP 57 /* ESC[nt set form length n   DEC */
113 #define aPERF 58 /* ESC[nq perf skip n (n>0)  +++ */
114 #define aPERFO 59 /* ESC[0q perf skip off       +++ */
115
116 #define aLMS 60 /* ESC#9 Left margin set      +++ */
117 #define aRMS 61 /* ESC#0 Right margin set     +++ */
118 #define aTMS 62 /* ESC#8 Top margin set       +++ */
119 #define aBMS 63 /* ESC#2 Bottom marg set     +++ */
120 #define aSTBM 64 /* ESC[Ph1;Pn2r T&B margins DEC */
121 #define aSLRM 65 /* ESC[Ph1;Pn2s L&R margin   DEC */
122 #define aCAM 66 /* ESC#3 Clear margins        +++ */
123
124 #define aHTS 67 /* ESCH Set horiz tab          ISO */
125 #define aVTS 68 /* ESCJ Set vertical tabs     ISO */
126 #define aTBCO 69 /* ESC[0g Clr horiz tab        ISO */
127 #define aTBC3 70 /* ESC[3g Clear all h tab     ISO */
128 #define aTBC1 71 /* ESC[1g Clr vertical tabs   ISO */
129 #define aTBC4 72 /* ESC[4g Clr all v tabs       ISO */
130 #define aTBALL 73 /* ESC#4 Clr all h & v tabs    +++ */
131 #define aTBALL 74 /* ESC#5 Set default tabs      +++ */
132 #define aEXTEND 75 /* ESC[Pn"x extended commands  +++ */
133
134 #define aRAW 76 /* ESC[Pn"r Next 'Pn' chars are raw +++ */
135
136 struct IOPrtCmdReq {
137     struct Message io_Message;
138     struct Device *io_Device; /* device node pointer */
```

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```
139 struct Unit *io_Unit; /* unit (driver private)*/  
140 WORD io_Command; /* device command */  
141 UBYTE io_Flags;  
142 BYTE io_Error; /* error or warning num */  
143 WORD io_PrtCommand; /* printer command */  
144 UBYTE io_Parm0; /* first command parameter */  
145 UBYTE io_Parm1; /* second command parameter */  
146 UBYTE io_Parm2; /* third command parameter */  
147 UBYTE io_Parm3; /* fourth command parameter */  
148 };  
149  
150 struct IODRPReq {  
151     struct Message io_Message; /* device node pointer */  
152     struct Device *io_Device; /* unit (driver private) */  
153     struct Unit *io_Unit; /* device command */  
154     WORD io_Command; /* device command */  
155     UBYTE io_Flags;  
156     BYTE io_Error; /* error or warning num */  
157     struct RastPort *io_RastPort; /* raster port */  
158     struct ColorMap *io_ColorMap; /* color map */  
159     ULONG io_Modes; /* graphics viewport modes */  
160     WORD io_SrcX; /* source x origin */  
161     WORD io_SrcY; /* source y origin */  
162     WORD io_SrcWidth; /* source x width */  
163     WORD io_SrcHeight; /* source x height */  
164     LONG io_DestCols; /* destination x width */  
165     LONG io_DestRows; /* destination y height */  
166     WORD io_Special; /* option flags */  
167 };  
168  
169 #define SPECIAL_MILCOLS 0x0001 /* DestCols specified in 1/1000 */  
170 #define SPECIAL_MILROWS 0x0002 /* DestRows specified in 1/1000 */  
171 #define SPECIAL_FULLCOLUMNS 0x0004 /* make DestCols maximum possible */  
172 #define SPECIAL_FULLROWS 0x0008 /* make DestRows maximum possible */  
173 #define SPECIAL_FRACCOLS 0x0010 /* DestCols is fraction of FULLCOLUMNS */  
174 #define SPECIAL_FRACROWS 0x0020 /* DestRows is fraction of FULLROWS */  
175 #define SPECIAL_CENTER 0x0040 /* center image on paper */  
176 #define SPECIAL_ASPECT 0x0080 /* ensure correct aspect ratio */  
177 #define SPECIAL_DENSITY1 0x0100 /* lowest resolution (dpi) */  
178 #define SPECIAL_DENSITY2 0x0200 /* next res */  
179 #define SPECIAL_DENSITY3 0x0300 /* next res */  
180 #define SPECIAL_DENSITY4 0x0400 /* next res */  
181 #define SPECIAL_DENSITY5 0x0500 /* next res */  
182 #define SPECIAL_DENSITY6 0x0600 /* next res */  
183 #define SPECIAL_DENSITY7 0x0700 /* highest res */  
184 #define SPECIAL_NOFORMFEED 0x0800 /* don't eject paper on gfx prints */  
185 #define SPECIAL_TRUSTME 0x1000 /* don't reset on gfx prints */  
186 /*  
187 Compute print size, set 'io_DestCols' and 'io_DestRows' in the calling  
188 program's 'IODRPReq' structure and exit, DON'T PRINT. This allows the  
189 calling program to see what the final print size would be in printer  
190 pixels. Note that it modifies the 'io_DestCols' and 'io_DestRows'  
191 fields of your 'IODRPReq' structure. Also, set the print density and  
192 update the 'MaxXDots', 'MaxYDots', 'XDotsInch', and 'YDotsInch' fields  
193 of the 'PrinterExtendedData' structure.  
194 */  
195 #define SPECIAL_NOPRINT 0x2000 /* see above */  
196  
197 #define PDERR_NOERR 0 /* clean exit, no errors */  
198 #define PDERR_CANCEL 1 /* user cancelled print */  
199 #define PDERR_NOTGRAPHICS 2 /* printer cannot output graphics */  
200 #define PDERR_INVERTHAM 3 /* OBSOLETE */  
201 #define PDERR_BADDIMENSION 4 /* print dimensions illegal */  
202 #define PDERR_DIMENSIONOVFLOW 5 /* OBSOLETE */  
203 #define PDERR_INTERNALMEMORY 6 /* no memory for internal variables */  
204 #define PDERR_BUFFERMEMORY 7 /* no memory for print buffer */  
205 /*  
206 Note : this is an internal error that can be returned from the render  
207 function to the printer device. It is NEVER returned to the user.
```

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```
208     If the printer device sees this error it converts it 'PDERR_NOERR'  
209     and exits gracefully. Refer to the document on  
210     'How to Write a Graphics Printer Driver' for more info.  
211 */  
212 #define PDERR_TOOKCONTROL 8 /* Took control in case 0 of render */  
213  
214 /* internal use */  
215 #define SPECIAL_DENSITYMASK 0x0700 /* masks out density values */  
216 #define SPECIAL_DIMENSIONSMASK \  
217     (SPECIAL_MILCOLS|SPECIAL_MILROWS|SPECIAL_FULLCOLUMNS|SPECIAL_FULLROWS|  
218     |SPECIAL_FRACCOLS|SPECIAL_FRACROWS|SPECIAL_ASPECT)  
219  
220 #endif /* DEVICES_PRINTER_H */
```

Sep 19 20:25 1988 devices/prtbase.h Page 1

```
1 #ifndef DEVICES_PRTBASE_H
2 #define DEVICES_PRTBASE_H
3 /*
4 ** $Filename: devices/prtbase.h $
5 ** $Release: 1.3 $
6 **
7 ** printer device data definition
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif
16 #ifndef EXEC_LISTS_H
17 #include "exec/lists.h"
18 #endif
19 #ifndef EXEC_PORTS_H
20 #include "exec/ports.h"
21 #endif
22 #ifndef EXEC_LIBRARIES_H
23 #include "exec/libraries.h"
24 #endif
25 #ifndef EXEC_TASKS_H
26 #include "exec/tasks.h"
27 #endif
28
29 #ifndef DEVICES_PARALLEL_H
30 #include "devices/parallel.h"
31 #endif
32 #ifndef DEVICES_SERIAL_H
33 #include "devices/serial.h"
34 #endif
35 #ifndef DEVICES_TIMER_H
36 #include "devices/timer.h"
37 #endif
38 #ifndef LIBRARIES_DOSEXTENS_I
39 #include "libraries/dosextens.h"
40 #endif
41 #ifndef INTUITION_INTUITION_H
42 #include "intuition/intuition.h"
43 #endif
44
45 struct DeviceData {
46     struct Library dd_Device; /* standard library node */
47     APTR dd_Segment; /* A0 when initialized */
48     APTR dd_ExecBase; /* A6 for exec */
49     APTR dd_CmdVectors; /* command table for device commands */
50     APTR dd_CmdBytes; /* bytes describing which command queue */
51     WORD dd_NumCommands; /* the number of commands supported */
52 };
53
54 #define P_STKSIZE 0x0800 /* stack size for child task */
55 #define P_BUFSIZE 256 /* size of internal buffers for text i/o */
56 #define P_SAFESIZE 128 /* safety margin for text output buffer */
57
58 struct PrinterData {
59     struct DeviceData pd_Device;
60     struct MsgPort pd_Unit; /* the one and only unit */
61     BPTR pd_PrinterSegment; /* the printer specific segment */
62     WORD pd_PrinterType; /* the segment printer type */
63     /* the segment data structure */
64     struct PrinterSegment *pd_SegmentData;
65     UBYTE *pd_PrintBuf; /* the raster print buffer */
66     int (*pd_PWrite)(); /* the write function */
67     int (*pd_PBothReady)(); /* write function's done */
68     union [ /* port I/O request 0 */
```

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```
70         struct IOExtPar pd_p0;
71         struct IOExtSer pd_s0;
72     } pd_ior0;
73
74 #define pd_PIOR0 pd_ior0.pd_p0
75 #define pd_SIOR0 pd_ior0.pd_s0
76
77     union { /* and l for double buffering */
78         struct IOExtPar pd_pl;
79         struct IOExtSer pd_sl;
80     } pd_iorl;
81
82 #define pd_PIOR1 pd_iorl.pd_pl
83 #define pd_SIOR1 pd_iorl.pd_sl
84
85     struct timerequest pd_TIOR; /* timer I/O request */
86     struct MsgPort pd_IORPort; /* and message reply port */
87     struct Task pd_TC; /* write task */
88     UBYTE pd_Stk[P_STKSIZE]; /* and stack space */
89     UBYTE pd_Flags; /* device flags */
90     UBYTE pd_pad;
91     struct Preferences pd_Preferences; /* the latest preferences */
92     UBYTE pd_PWaitEnabled; /* wait function switch */
93 };
94
95 /* Printer Class */
96 #define PPCB_GFX 0 /* graphics (bit position) */
97 #define PPCF_GFX 0x1 /* graphics (and/or flag) */
98 #define PPCB_COLOR 1 /* color (bit position) */
99 #define PPCF_COLOR 0x2 /* color (and/or flag) */
100
101 #define PPC_BWALPHA 0x00 /* black&white alphanumerics */
102 #define PPC_BWGFX 0x01 /* black&white graphics */
103 #define PPC_COLORMALPHA 0x02 /* color alphanumerics */
104 #define PPC_COLORGFX 0x03 /* color graphics */
105
106 /* Color Class */
107 #define PCC_BW 0x01 /* black&white only */
108 #define PCC_YMC 0x02 /* yellow/magenta/cyan only */
109 #define PCC_YMC_BW 0x03 /* yellow/magenta/cyan or black&white */
110 #define PCC_YMCB 0x04 /* yellow/magenta/cyan/black */
111 #define PCC_4COLOR 0x04 /* a flag for YMCB and BGRW */
112 #define PCC_ADDITIVE 0x08 /* not ymcb but blue/green/red/white */
113 #define PCC_WB 0x09 /* black&white only, 0 == BLACK */
114 #define PCC_BGR 0x0A /* blue/green/red */
115 #define PCC_BGR_WB 0x0B /* blue/green/red or black&white */
116 #define PCC_BGRW 0x0C /* blue/green/red/white */
117 */
118     The picture must be scanned once for each color component, as the
119     printer can only define one color at a time. ie. If 'PCC_YMC' then
120     first pass sends all 'Y' info to printer, second pass sends all 'M'
121     info, and third pass sends all C info to printer. The CalComp
122     PlotMaster is an example of this type of printer.
123 */
124 #define PCC_MULTI_PASS 0x10 /* see explanation above */
125
126 struct PrinterExtendedData {
127     char *ped_PrinterName; /* printer name, null terminated */
128     VOID (*ped_Init)(); /* called after LoadSeg */
129     VOID (*ped_Expunge)(); /* called before UnLoadSeg */
130     int (*ped_Open)(); /* called at OpenDevice */
131     VOID (*ped_Close)(); /* called at CloseDevice */
132     UBYTE ped_PrinterClass; /* printer class */
133     UBYTE ped_ColorClass; /* color class */
134     UBYTE ped_MaxColumns; /* number of print columns available */
135     UBYTE ped_NumCharSets; /* number of character sets */
136     WORD ped_NumRows; /* number of 'pins' in print head */
137     ULONG ped_MaxXDots; /* number of dots max in a raster dump */
138     ULONG ped_MaxYDots; /* number of dots max in a raster dump */
```

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```
139     WORD    ped_XDotsInch;      /* horizontal dot density */
140     WORD    ped_YDotsInch;      /* vertical dot density */
141     char   ***ped_Commands;    /* printer text command table */
142     int    (*ped_DoSpecial)();  /* special command handler */
143     int    (*ped_Render)();     /* raster render function */
144     LONG   ped_TimeoutSecs;    /* good write timeout */
145     /* the following only exists if the segment version is >= 33 */
146     char   **ped_8Bitchars;    /* conv. strings for the extended font */
147     LONG   ped_PrintMode;      /* set if text printed, otherwise 0 */
148     /* the following only exists if the segment version is >= 34 */
149     /* ptr to conversion function for all chars */
150     int    (*ped_ConvFunc)();
151 };
152
153 struct PrinterSegment {
154     ULONG  ps_NextSegment;    /* (actually a BPTR) */
155     ULONG  ps_runAlert;       /* MOVEQ #0,D0 : RTS */
156     WORD   ps_Version;        /* segment version */
157     WORD   ps_Revision;       /* segment revision */
158     struct  PrinterExtendedData ps_PED; /* printer extended data */
159 };
160
161 #endif /* DEVICES_PRTBASE_H */
```

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```
1 #ifndef DEVICES_PRTGFX_H
2 #define DEVICES_PRTGFX_H
3 /*
4 ** $filename: devices/prtgfx.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define PCMYELLOW 0           /* byte index for yellow */
14 #define PCMAGENTA 1          /* byte index for magenta */
15 #define PCMCYAN 2            /* byte index for cyan */
16 #define PCMBLACK 3            /* byte index for black */
17 #define PCMBLUE  PCMYELLOW   /* byte index for blue */
18 #define PCMGREEN  PCMMAGENTA /* byte index for green */
19 #define PCMRED   PCMCYAN     /* byte index for red */
20 #define PCMWHITE  PCMBLACK   /* byte index for white */
21
22 union colorEntry {
23     ULONG colorLong;         /* quick access to all of YMCA */
24     UBYTE colorByte[4];      /* 1 entry for each of YMCA */
25     BYTE colorSByte[4];      /* ditto (except signed) */
26 };
27
28 struct PrtInfo { /* printer info */
29     int (*pi_render)();        /* PRIVATE - DO NOT USE! */
30     struct RastPort *pi_rp;    /* PRIVATE - DO NOT USE! */
31     struct RastPort *pi_temppr; /* PRIVATE - DO NOT USE! */
32     WORD *pi_RowBuf;          /* PRIVATE - DO NOT USE! */
33     WORD *pi_HamBuf;          /* PRIVATE - DO NOT USE! */
34     union colorEntry *pi_ColorMap; /* PRIVATE - DO NOT USE! */
35     union colorEntry *pi_ColorInt; /* color intensities for entire row */
36     union colorEntry *pi_HamInt; /* PRIVATE - DO NOT USE! */
37     union colorEntry *pi_Dest1Int; /* PRIVATE - DO NOT USE! */
38     union colorEntry *pi_Dest2Int; /* PRIVATE - DO NOT USE! */
39     WORD *pi_ScaleX;          /* array of scale values for X */
40     WORD *pi_ScaleXAlt;        /* PRIVATE - DO NOT USE! */
41     UBYTE *pi_dmatrix;         /* pointer to dither matrix */
42     WORD *pi_TopBuf;          /* PRIVATE - DO NOT USE! */
43     WORD *pi_BotBuf;          /* PRIVATE - DO NOT USE! */
44
45     WORD pi_RowBufSize;        /* PRIVATE - DO NOT USE! */
46     WORD pi_HamBufSize;        /* PRIVATE - DO NOT USE! */
47     WORD pi_ColorMapSize;      /* PRIVATE - DO NOT USE! */
48     WORD pi_ColorIntSize;      /* PRIVATE - DO NOT USE! */
49     WORD pi_HamIntSize;        /* PRIVATE - DO NOT USE! */
50     WORD pi_Dest1IntSize;      /* PRIVATE - DO NOT USE! */
51     WORD pi_Dest2IntSize;      /* PRIVATE - DO NOT USE! */
52     WORD pi_ScaleXSize;        /* PRIVATE - DO NOT USE! */
53     WORD pi_ScaleXAltSize;     /* PRIVATE - DO NOT USE! */
54
55     WORD pi_PrefsFlags;        /* PRIVATE - DO NOT USE! */
56     ULONG pi_special;          /* PRIVATE - DO NOT USE! */
57     WORD pi_xstart;            /* PRIVATE - DO NOT USE! */
58     WORD pi_ystart;            /* PRIVATE - DO NOT USE! */
59     WORD pi_width;             /* source width (in pixels) */
60     WORD pi_height;            /* PRIVATE - DO NOT USE! */
61     ULONG pi_pc;               /* PRIVATE - DO NOT USE! */
62     ULONG pi_pr;               /* PRIVATE - DO NOT USE! */
63     WORD pi_vmult;              /* PRIVATE - DO NOT USE! */
64     WORD pi_vmod;               /* PRIVATE - DO NOT USE! */
65     WORD pi_ety;                /* PRIVATE - DO NOT USE! */
66     WORD pi_xpos;               /* offset to start printing picture */
67     WORD pi_threshold;          /* threshold value (from prefs) */
68     WORD pi_tempwidth;          /* PRIVATE - DO NOT USE! */
69     WORD pi_flags;               /* PRIVATE - DO NOT USE! */
```

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```
70 };
71
72 #endif /* DEVICES_PRTGFX_H */
```

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```
1 #ifndef DEVICES_SCSIDISK_H
2 #define DEVICES_SCSIDISK_H
3 /*
4 ** $Filename: devices/scsidisk.h $
5 ** $Release: 1.3 $
6 **
7 ** SCSI exec-level device command
8 **
9 ** (C) Copyright 1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 /*
14 *
15 * SCSI Command
16 * Several Amiga SCSI controller manufacturers are converging on
17 * standard ways to talk to their controllers. This include
18 * file describes an exec-device command (e.g. for hddisk.device)
19 * that can be used to issue SCSI commands
20 *
21 * UNIT NUMBERS
22 * Unit numbers to the OpenDevice call have encoded in them which
23 * SCSI device is being referred to. The three decimal digits of
24 * the unit number refer to the SCSI Target ID (bus address) in
25 * the 1's digit, the SCSI logical unit (LUN) in the 10's digit,
26 * and the controller board in the 100's digit.
27 *
28 * Examples:
29 *      0    drive at address 0
30 *      12   LUN 1 on multiple drive controller at address 2
31 *      104  second controller board, address 4
32 *      88   not valid: both logical units and addresses
33 *         range from 0..7.
34 *
35 * CAVEATS
36 * Original 2090 code did not support this command.
37 *
38 * Commodore 2090/2090A unit numbers are different. The SCSI
39 * logical unit is the 100's digit, and the SCSI Target ID
40 * is a permuted 1's digit: Target ID 0..6 maps to unit 3..9
41 * (7 is reserved for the controller).
42 *
43 * Examples:
44 *      3    drive at address 0
45 *      109   drive at address 6, logical unit 1
46 *      1    not valid: this is not a SCSI unit. Perhaps
47 *         it's an ST506 unit.
48 *
49 * Some controller boards generate a unique name (e.g. 2090A's
50 * iddisk.device) for the second controller board, instead of
51 * implementing the 100's digit.
52 *
53 * There are optional restrictions on the alignment, bus
54 * accessibility, and size of the data for the data phase.
55 * Be conservative to work with all manufacturer's controllers.
56 *
57 */
58
59 #define HD_SCSICMD 28 /* issue a SCSI command to the unit */
60 /* io_Data points to a SCSICmd */
61 /* io_Length is sizeof(struct SCSICmd) */
62 /* io_Actual and io_Offset are not used */
63
64 struct SCSICmd {
65     UWORD *scsi_Data; /* word aligned data for SCSI Data Phase */
66     /* (optional) data need not be byte aligned */
67     /* (optional) data need not be bus accessible */
68     ULONG scsi_Length; /* even length of Data area */
69     /* (optional) data can have odd length */
```

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```
70     ULONG scsi_Actual;           /* (optional) data length can be > 2**24 */
71     UBYTE *scsi_Command;         /* actual Data used */
72     WORD scsi_CmdLength;        /* SCSI Command (same options as scsi_Data) */
73     WORD scsi_CmdActual;        /* length of Command */
74     WORD scsi_Flags;            /* actual Command used */
75     WORD scsi_Status;           /* includes intended data direction */
76     WORD scsi_Status;           /* SCSI status of command */
77 };
78
79
80 /*---- scsi_Flags ----*/
81 #define SCSIF_WRITE      0      /* intended data direction is out */
82 #define SCSIF_READ       1      /* intended data direction is in */
83
84 /*---- SCSI io_Error values ----*/
85 #define HFERR_SelfUnit   40     /* cannot issue SCSI command to self */
86 #define HFERR_DMA        41     /* DMA error */
87 #define HFERR_Phase      42     /* illegal or unexpected SCSI phase */
88 #define HFERR_Parity     43     /* SCSI parity error */
89 #define HFERR_SelTimeout  44     /* Select timed out */
90 #define HFERR_BadStatus  45     /* status and/or sense error */
91
92 /*---- OpenDevice io_Error values ----*/
93 #define HFERR_NoBoard    50     /* Open failed for non-existant board */
94
95 #endif /* DEVICES_SCSIDISK_H */
```

D - 17

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```
1 #ifndef DEVICES_SERIAL_H
2 #define DEVICES_SERIAL_H
3
4 /*
5 ** $Filename: devices/serial.h $
6 ** $Release: 1.3 $
7 **
8 ** external declarations for the serial device
9 **
10 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
11 ** All Rights Reserved
12 */
13
14 #ifndef EXEC_IO_H
15 #include "exec/io.h"
16 #endif /* EXEC_IO_H */
17
18             /* array of termination char's */
19             /* to use, see serial.doc setparams */
20
21 struct IOTArray {
22     ULONG TermArray0;
23     ULONG TermArray1;
24 };
25
26
27 #define SER_DEFAULT_CTLCHAR 0x11130000 /* default chars for xON,xOFF */
28 /* You may change these via SETPARAMS. At this time, parity is not
29 calculated for xON/xOFF characters. You must supply them with the
30 desired parity. */
31
32 ****
33 /* CAUTION !! IF YOU ACCESS the serial.device, you MUST (!!!) use an
34 IOExtSer-sized structure or you may overlay innocent memory !! */
35 ****
36
37 struct IOExtSer {
38     struct IOStdReq IOSer;
39
40     STRUCT MsgNode
41     * 0 APTR Succ
42     * 4 APTR Pred
43     * 8 UBYTE Type
44     * 9 UBYTE Pri
45     * A APTR Name
46     * E APTR ReplyPort
47     * 12 WORD MNLength
48     STRUCT IOExt
49     * 14 APTR io_Device
50     * 18 APTR io_Unit
51     * 1C WORD io_Command
52     * 1E UBYTE io_Flags
53     * 1F UBYTE io_Error
54     STRUCT IOStdExt
55     * 20 ULONG io_Actual
56     * 24 ULONG io_Length
57     * 28 APTR io_Data
58     * 2C ULONG io_Offset
59
60     * 30 */
61     ULONG io_CtlChar; /* control char's (order = xON,xOFF,INQ,ACK) */
62     ULONG io_RBufLen; /* length in bytes of serial port's read buffer */
63     ULONG io_ExtFlags; /* additional serial flags (see bitdefs below) */
64     ULONG io_Baud; /* baud rate requested (true baud) */
65     ULONG io_BrkTime; /* duration of break signal in MICROseconds */
66     struct IOTArray io_TermArray; /* termination character array */
67     UBYTE io_ReadLen; /* bits per read character (# of bits) */
68     UBYTE io_WriteLen; /* bits per write character (# of bits) */
69     UBYTE io_StopBits; /* stopbits for read (# of bits) */
```

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```
70     UBYTE io_SerFlags; /* see SerFlags bit definitions below */
71     WORD io_Status;
72 };
73 /* status of serial port, as follows:
74 *      BIT ACTIVE FUNCTION
75 *      0 --- reserved
76 *      1 --- reserved
77 *      2 high Connected to parallel "select" on the A1000.
78 *      Connected to both the parallel "select" and
79 *      serial "ring indicator" pins on the A500 &
80 *      A2000. Take care when making cables.
81 *      3 low Data Set Ready
82 *      4 low Clear To Send
83 *      5 low Carrier Detect
84 *      6 low Ready To Send
85 *      7 low Data Terminal Ready
86 *      8 high read overrun
87 *      9 high break sent
88 *      10 high break received
89 *      11 high transmit x-OFFed
90 *      12 high receive x-OFFed
91 *      13-15 reserved
92 */
93
94 #define SDCMD_QUERY      CMD_NONSTD
95 #define SDCMD_BREAK       (CMD_NONSTD+1)
96 #define SDCMD_SETPARAMS   (CMD_NONSTD+2)
97
98
99 #define SERB_XDISABLED 7 /* io_SerFlags xOn-xOff feature disabled bit */
100 #define SERF_XDISABLED (1<<7) /* xOn-xOff feature disabled mask */
101 #define SERB_EOemode 6 /* EOF mode enabled bit */
102 #define SERF_EOemode (1<<6) /* EOF mode enabled mask */
103 #define SERB_SHARED 5 /* non-exclusive access bit */
104 #define SERF_SHARED (1<<5) /* non-exclusive access mask */
105 #define SERB_RAD_BOOGIE 4 /* high-speed mode active bit */
106 #define SERF_RAD_BOOGIE (1<<4) /* high-speed mode active mask */
107 #define SERB_QUEUEDBRK 3 /* queue this Break ioRgst */
108 #define SERF_QUEUEDBRK (1<<3) /* queue this Break ioRgst */
109 #define SERB_7WIRE 2 /* RS232 7-wire protocol */
110 #define SERF_7WIRE (1<<2) /* RS232 7-wire protocol */
111 #define SERB_PARTY_ODD 1 /* parity feature enabled bit */
112 #define SERF_PARTY_ODD (1<<1) /* parity feature enabled mask */
113 #define SERB_PARTY_ON 0 /* parity-enabled bit */
114 #define SERF_PARTY_ON (1<<0) /* parity-enabled mask */
115
116 /* These now reflect the actual bit positions in the io_Status WORD */
117 #define IO_STATB_XOFFREAD 12 /* io_Status receive currently xOFF'ed bit */
118 #define IO_STATF_XOFFREAD (1<<12) /* receive currently xOFF'ed mask */
119 #define IO_STATB_XOFFWRITE 11 /* transmit currently xOFF'ed bit */
120 #define IO_STATF_XOFFWRITE (1<<11) /* transmit currently xOFF'ed mask */
121 #define IO_STATB_READBREAK 10 /* break was latest input bit */
122 #define IO_STATF_READBREAK (1<<10) /* break was latest input mask */
123 #define IO_STATB_WROTEBREAK 9 /* break was latest output bit */
124 #define IO_STATF_WROTEBREAK (1<<9) /* break was latest output mask */
125 #define IO_STATB_OVERRUN 8 /* status word RBF overrun bit */
126 #define IO_STATF_OVERRUN (1<<8) /* status word RBF overrun mask */
127
128
129 #define SEXTB_MSPON 1 /* io_ExtFlags. Use mark-space parity, */
130 /* instead of odd-even. */
131 #define SEXTF_MSPON (1<<1) /* mark-space parity mask */
132 #define SEXTB_MARK 0 /* if mark-space, use mark */
133 #define SEXTF_MARK (1<<0) /* if mark-space, use mark mask */
134
135
136 #define SerErr_DevBusy 1
137 #define SerErr_BufErr 4 /* Failed to allocate new read buffer */
138 #define SerErr_InvParam 5
```

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```
139 #define SerErr_LineErr 6
140 #define SerErr_ParityErr 9
141 #define SerErr_TimerErr 11
142 #define SerErr_BufOverflow 12
143 #define SerErr_NoDSR 13
144 #define SerErr_DetectedBreak 15
145
146
147 #ifdef DEVICES_SERIAL_H_OBSOLETE
148 #define SerErr_BaudMismatch 2 /* unused */
149 #define SerErr_InvBaud 3 /* unused */
150 #define SerErr_NotOpen 7 /* unused */
151 #define SerErr_PortReset 8 /* unused */
152 #define SerErr_InitBrr 10 /* unused */
153 #define SerErr_NoCTS 14 /* unused */
154 /* These defines refer to the HIGH ORDER byte of io_Status. They have
155 been replaced by the new, corrected ones above */
156 #define IOSTB_XOFFREAD 4 /* iost_hob receive currently xOFF'ed bit */
157 #define IOSTC_XOFFREAD (1<<4) /* receive currently xOFF'ed mask */
158 #define IOSTB_XOFFWRITE 3 /* transmit currently xOFF'ed bit */
159 #define IOSTC_XOFFWRITE (1<<3) /* transmit currently xOFF'ed mask */
160 #define IOSTB_READBREAK 2 /* break was latest input bit */
161 #define IOSTC_READBREAK (1<<2) /* break was latest input mask */
162 #define IOSTB_WROTEBREAK 1 /* break was latest output bit */
163 #define IOSTC_WROTEBREAK (1<<1) /* break was latest output mask */
164 #define IOSTB_OVERRUN 0 /* status word RBF overrun bit */
165 #define IOSTC_OVERRUN (1<<0) /* status word RBF overrun mask */
166
167 #define IOSERB_BUFRREAD 7 /* io_Flags from read buffer bit */
168 #define IOSERF_BUFRREAD (1<<7) /* from read buffer mask */
169 #define IOSERB queued 6 /* rqst-queued bit */
170 #define IOSERF queued (1<<6) /* rqst-queued mask */
171 #define IOSERB_ABORT 5 /* rqst-aborted bit */
172 #define IOSERF_ABORT (1<<5) /* rqst-aborted mask */
173 #define IOSERB_ACTIVE 4 /* rqst-qued-or-current bit */
174 #define IOSERF_ACTIVE (1<<4) /* rqst-qued-or-current mask */
175 #endif /* DEVICES_SERIAL_H_OBSOLETE */
176
177
178 #define SERIALNAME "serial.device"
179
180 #endif /* DEVICES_SERIAL_H */
```

Sep 19 20:25 1988 devices/timer.h Page 1

```
1 #ifndef DEVICES_TIMER_H
2 #define DEVICES_TIMER_H
3 /*
4 ** $Filename: devices/timer.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif EXEC_IO_H
16
17 /* unit definitions */
18 #define UNIT_MICROHZ 0
19 #define UNIT_VBLANK 1
20
21 #define TIMERNAME "timer.device"
22
23 struct timeval {
24     ULONG tv_secs;
25     ULONG tv_micro;
26 };
27
28 struct timerequest {
29     struct IORequest tr_node;
30     struct timeval tr_time;
31 };
32
33 /* IO_COMMAND to use for adding a timer */
34 #define TR_ADDREQUEST CMD_NONSTD
35 #define TR_GETSYSTIME (CMD_NONSTD+1)
36 #define TR_SETSYSTIME (CMD_NONSTD+2)
37
38 #endif /* DEVICES_TIMER_H */
```

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```
1 #ifndef DEVICES_TRACKDISK_H
2 #define DEVICES_TRACKDISK_H
3 /*
4 ** $Filename: devices/trackdisk.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_IO_H
14 #include "exec/io.h"
15 #endif !EXEC_IO_H
16
17 #ifndef EXEC_DEVICES_H
18 #include "exec/devices.h"
19 #endif !EXEC_DEVICES_H
20
21 /*
22 *
23 * Physical drive constants
24 *
25 *
26 */
27 */
28
29 /* OBSOLETE -- use the TD_GETNUMTRACKS command! */
30 /*#define NUMCYL 80*/ /* normal # of cylinders */
31 /*#define MAXCYLS (NUMCYLS+20)/* max # cyls to look for during cal */
32 /*#define NUMHEADS 2*/
33 /*#define NUMTRACKS (NUMCYLS*NUMHEADS)*/
34
35 #define NUMSECS 11
36 #define NUMUNITS 4
37
38 /*
39 *
40 *
41 * Useful constants
42 *
43 */
44 */
45
46 /**-- sizes before mfm encoding */
47 #define TD_SECTOR 512
48 #define TD_SECSHIFT 9 /* log TD_SECTOR */
49
50 /*
51 *
52 *
53 * Driver Specific Commands
54 *
55 */
56 */
57
58 /*
59 *--- TD_NAME is a generic macro to get the name of the driver. This
60 *--- way if the name is ever changed you will pick up the change
61 *--- automatically.
62 *
63 *--- Normal usage would be:
64 *---
65 *--- char internalName[] = TD_NAME;
66 *---
67 */
68
69 #define TD_NAME "trackdisk.device"
```

```

70
71 #define TDF_EXTCOM (1<<15)           /* for internal use only! */
72
73
74 #define TD_MOTOR      (CMD_NONSTD+0)    /* control the disk's motor */
75 #define TD_SEEK       (CMD_NONSTD+1)    /* explicit seek (for testing) */
76 #define TD_FORMAT     (CMD_NONSTD+2)    /* format disk */
77 #define TD_REMOVE     (CMD_NONSTD+3)    /* notify when disk changes */
78 #define TD_CHANGENUM  (CMD_NONSTD+4)    /* number of disk changes */
79 #define TD_CHANGESTATE (CMD_NONSTD+5)    /* is there a disk in the drive? */
80 #define TD_PROTSTATUS  (CMD_NONSTD+6)    /* is the disk write protected? */
81 #define TD_RAWREAD    (CMD_NONSTD+7)    /* read raw bits from the disk */
82 #define TD_RAWWRITE   (CMD_NONSTD+8)    /* write raw bits to the disk */
83 #define TD_GETDRIVETYPE (CMD_NONSTD+9)   /* get the type of the disk drive */
84 #define TD_GETNUMTRACKS (CMD_NONSTD+10)  /* # of tracks for this type drive */
85 #define TD_ADDCHANGEINT (CMD_NONSTD+11)  /* TD_REMOVE done right */
86 #define TD_REMCHANGEINT (CMD_NONSTD+12)  /* remove softint set by ADDCHANGEINT */
87
88 #define TD_LASTCOMM   (CMD_NONSTD+13)
89
90 /*
91 * The disk driver has an "extended command" facility. These commands
92 * take a superset of the normal IO Request block.
93 *
94 */
95 */
96
97 #define ETD_WRITE     (CMD_WRITE|TDF_EXTCOM)
98 #define ETD_READ      (CMD_READ|TDF_EXTCOM)
99 #define ETD_MOTOR     (TD_MOTOR|TDF_EXTCOM)
100 #define ETD_SEEK      (TD_SEEK|TDF_EXTCOM)
101 #define ETD_FORMAT    (TD_FORMAT|TDF_EXTCOM)
102 #define ETD_UPDATE    (CMD_UPDATE|TDF_EXTCOM)
103 #define ETD_CLEAR     (CMD_CLEAR|TDF_EXTCOM)
104 #define ETD_RAWREAD   (TD_RAWREAD|TDF_EXTCOM)
105 #define ETD_RAWWRITE  (TD_RAWWRITE|TDF_EXTCOM)
106
107 /*
108 */
109 * extended IO has a larger than normal io request block.
110 *
111 */
112
113 struct IOExtTD {
114     struct IOStdReq iotd_Req;
115     ULONG iotd_Count;
116     ULONG iotd_SecLabel;
117 };
118
119 */
120 ** raw read and write can be synced with the index pulse. This flag
121 ** in io request's IO_FLAGS field tells the driver that you want this.
122 */
123
124 #define IOTDB_INDEXSYNC 4
125 #define IOTDF_INDEXSYNC (1<<4)
126
127
128 /* labels are TD_LABELSIZE bytes per sector */
129
130 #define TD_LABELSIZE 16
131
132 /*
133 ** This is a bit in the FLAGS field of OpenDevice. If it is set, then
134 ** the driver will allow you to open all the disks that the trackdisk
135 ** driver understands. Otherwise only 3.5" disks will succeed.
136 */
137
138 #define TDB_ALLOW_NON_3_5 0

```

D
20

```

139 #define TDF_ALLOW_NON_3_5 (1<<0)
140
141 /*
142 ** If you set the TDB_ALLOW_NON_3_5 bit in OpenDevice, then you don't
143 ** know what type of disk you really got. These defines are for the
144 ** TD_GETDRIVETYPE command. In addition, you can find out how many
145 ** tracks are supported via the TD_GETNUMTRACKS command.
146 */
147
148 #define DRIVE3_5      1
149 #define DRIVE5_25     2
150
151 /*
152 */
153 /*
154 * Driver error defines
155 */
156 /*
157 */
158
159 #define TDERR_NotSpecified 20 /* general catchall */
160 #define TDERR_NoSecHdr    21 /* couldn't even find a sector */
161 #define TDERR_BadSecPreamble 22 /* sector looked wrong */
162 #define TDERR_BadSecID    23 /* ditto */
163 #define TDERR_BadHdrSum   24 /* header had incorrect checksum */
164 #define TDERR_BadSecSum   25 /* data had incorrect checksum */
165 #define TDERR_TooFewSecs  26 /* couldn't find enough sectors */
166 #define TDERR_BadSecHdr  27 /* another "sector looked wrong" */
167 #define TDERR_WriteProt  28 /* can't write to a protected disk */
168 #define TDERR_DiskChanged 29 /* no disk in the drive */
169 #define TDERR_SeekError  30 /* couldn't find track 0 */
170 #define TDERR_NoMem     31 /* ran out of memory */
171 #define TDERR_BadUnitNum 32 /* asked for a unit > NUMUNITS */
172 #define TDERR_BadDriveType 33 /* not a drive that trackdisk groks */
173 #define TDERR_DriveInUse  34 /* someone else allocated the drive */
174 #define TDERR_PostReset  35 /* user hit reset; awaiting doom */
175
176 /*
177 */
178 /*
179 * public portion of the unit structure
180 */
181 /*
182 */
183
184 struct TDU_PublicUnit {
185     struct Unit tdu_Unit;          /* base message port */
186     ULONG tdu_Comp01Track;        /* track for first precomp */
187     ULONG tdu_Comp10Track;        /* track for second precomp */
188     ULONG tdu_Comp11Track;        /* track for third precomp */
189     ULONG tdu_StepDelay;          /* time to wait after stepping */
190     ULONG tdu_SettleDelay;        /* time to wait after seeking */
191     UBYTE tdu_RetryCnt;          /* # of times to retry */
192 };
193
194 #endif /* DEVICES_TRACKDISK_H */

```

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```
1 #ifndef EXEC_ALERTS_H
2 #define EXEC_ALERTS_H
3 /*
4 ** $Filename: exec/alerts.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12 #define SF_ALERTWACK (1<<1) /* in ExecBase.SysFlag */
13
14
15
16 *****
17 *
18 * Format of the alert error number:
19 *
20 * +-----+
21 * |D| SubSysId | General Error | SubSystem Specific Error |
22 * +-----+
23 *
24 * D: DeadEnd alert
25 * SubSysId: indicates ROM subsystem number.
26 * General Error: roughly indicates what the error was
27 * Specific Error: indicates more detail
28 *****
29
30 *****
31 *
32 * General Dead-End Alerts
33 *
34 *****
35
36 /*---- alert types */
37 #define AT_DeadEnd 0x80000000
38 #define AT_Recovery 0x00000000
39
40 /*---- general purpose alert codes */
41 #define AG_NoMemory 0x00010000
42 #define AG_MakeLib 0x00020000
43 #define AG_OpenLib 0x00030000
44 #define AG_OpenDev 0x00040000
45 #define AG_OpenRes 0x00050000
46 #define AG_IOError 0x00060000
47 #define AG_NoSignal 0x00070000
48
49 /*---- alert objects: */
50 #define AO_ExecLib 0x00008001
51 #define AO_GraphicsLib 0x00008002
52 #define AO_LayersLib 0x00008003
53 #define AO_Intuition 0x00008004
54 #define AO_MathLib 0x00008005
55 #define AO_CListLib 0x00008006
56 #define AO_DOSLib 0x00008007
57 #define AO_RAMLib 0x00008008
58 #define AO_IconLib 0x00008009
59 #define AO_ExpansionLib 0x0000800A
60 #define AO_AudioDev 0x00008010
61 #define AO_ConsoleDev 0x00008011
62 #define AO_GamePortDev 0x00008012
63 #define AO_KeyboardDev 0x00008013
64 #define AO_TrackDiskDev 0x00008014
65 #define AO_TimerDev 0x00008015
66 #define AO_CIARsrc 0x00008020
67 #define AO_DiskRsrc 0x00008021
68 #define AO_MiscRsrc 0x00008022
69 #define AO_BootBootstrap 0x00008030
```

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```
70 #define AO_Workbench 0x00008031
71
72
73 *****
74 *
75 * Specific Dead-End Alerts:
76 *
77 *****
78 /*---- exec.library */
79 #define AN_ExecLib 0x01000000 /* 68000 exception vector checksum */
80 #define AN_ExcptVect 0x81000001 /* execbase checksum */
81 #define AN_BaseChkSum 0x81000002 /* library checksum failure */
82 #define AN_LibChkSum 0x81000003 /* no memory to make library */
83 #define AN_LibMem 0x81000004 /* corrupted memory list */
84 #define AN_MemCorrupt 0x81000005 /* no memory for interrupt servers */
85 #define AN_IntrMem 0x81000006 /* InitStruct() of an APTR source */
86 #define AN_InitAPtr 0x81000007 /* a semaphore is in illegal state */
87 #define AN_SemCorrupt 0x81000008 /* freeing memory already freed */
88 #define AN_FreeTwice 0x81000009 /* illegal 68k exception taken */
89 #define AN_BogusExcpt 0x8100000A
90
91 /*---- graphics.library */
92 #define AN_GraphicsLib 0x02000000 /* graphics out of memory */
93 #define AN_GfxNoMem 0x82010000 /* long frame, no memory */
94 #define AN_LongFrame 0x82010006 /* short frame, no memory */
95 #define AN_ShortFrame 0x82010007 /* text, no memory for TmpRas */
96 #define AN_TextTmpRas 0x82010009 /* BltBitmap, no memory */
97 #define AN_BltBitmap 0x8201000A /* regions, memory not available */
98 #define AN_RegionMemory 0x8201000B /* MakeVPort, no memory */
99 #define AN_MakeVPort 0x82010030 /* emergency memory not available */
100 #define AN_GfxNoLCM 0x82011234
101
102 /*---- layers.library */
103 #define AN_LayersLib 0x03000000 /* layers out of memory */
104 #define AN_LayersNoMem 0x83010000
105
106 /*---- intuition.library */
107 #define AN_Intuition 0x04000000 /* unknown gadget type */
108 #define AN_GadgetType 0x84000001 /* Recovery form of AN_GadgetType */
109 #define AN_BadGadget 0x04000001 /* create port, no memory */
110 #define AN_CreatePort 0x84010002 /* item plane alloc, no memory */
111 #define AN_ItemAlloc 0x04010003 /* sub alloc, no memory */
112 #define AN_SubAlloc 0x04010004 /* plane alloc, no memory */
113 #define AN_PlaneAlloc 0x84010005 /* item box top < RelZero */
114 #define AN_BoxTop 0x84000006 /* open screen, no memory */
115 #define AN_OpenScreen 0x84010007 /* open screen, raster alloc, no memory */
116 #define AN_OpenScrnRast 0x84010008 /* open sys screen, unknown type */
117 #define AN_SysScrnType 0x84000009 /* add SW gadgets, no memory */
118 #define AN_AddsWGadget 0x8401000A /* open window, no memory */
119 #define AN_OpenWindow 0x8401000B /* Bad State Return entering Intuition */
120 #define AN_BadState 0x8400000C /* Bad Message received by IDCMP */
121 #define AN_BadMessage 0x8400000D /* Weird echo causing incomprehension */
122 #define AN_WeirdEcho 0x8400000E /* couldn't open the Console Device */
123 #define AN_NoConsole 0x8400000F
124
125
126
127 /*---- math.library */
128 #define AN_MathLib 0x05000000
129
130 /*---- clist.library */
131 #define AN_CListLib 0x06000000
132
133 /*---- dos.library */
134 #define AN_DOSLib 0x07000000 /* no memory at startup */
135 #define AN_StartMem 0x07010001 /* EndTask didn't */
136 #define AN_EndTask 0x07000002 /* Qpkt failure */
137 #define AN_QpktFail 0x07000003 /* Unexpected packet received */
138 #define AN_AsyncPkt 0x07000004
```

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```
139 #define AN_FreeVec 0x07000005 /* Freevec failed */
140 #define AN_DiskBlkSeq 0x07000006 /* Disk block sequence error */
141 #define AN_BitMap 0x07000007 /* Bitmap corrupt */
142 #define AN_KeyFree 0x07000008 /* Key already free */
143 #define AN_BadChkSum 0x07000009 /* Invalid checksum */
144 #define AN_DiskError 0x0700000A /* Disk Error */
145 #define AN_KeyRange 0x0700000B /* Key out of range */
146 #define AN_BadOverlay 0x0700000C /* Bad overlay */

147 /*----- ramlib.library */
148 #define AN_RAMLib 0x08000000
149 #define AN_BadSegList 0x08000001 /* no overlays in library seglists */

150 /*----- icon.library */
151 #define AN_IconLib 0x09000000
152
153 /*----- expansion.library */
154 #define AN_ExpansionLib 0x0A000000
155 #define AN_BadExpansionFree 0x0A000001
156
157 /*----- audio.device */
158 #define AN_AudioDev 0x10000000
159
160 /*----- console.device */
161 #define AN_ConsoleDev 0x11000000
162
163 /*----- gameport.device */
164 #define AN_GamePortDev 0x12000000
165
166 /*----- keyboard.device */
167 #define AN_KeyboardDev 0x13000000
168
169 /*----- trackdisk.device */
170 #define AN_TrackDiskDev 0x14000000
171 #define AN_TDCalibSeek 0x14000001
172 #define AN_TDDelay 0x14000002
173
174 /*----- timer.device */
175 #define AN_TimerDev 0x15000000
176 #define AN_TMBadReq 0x15000001
177 #define AN_TMBadSupply 0x15000002
178
179 /*----- cia.resource */
180 #define AN_CIARsrc 0x20000000
181
182 /*----- disk.resource */
183 #define AN_DiskRsrc 0x21000000
184 #define AN_DRHasDisk 0x21000001
185 #define AN_DRIntNoAct 0x21000002
186
187 /*----- misc.resource */
188 #define AN_MiscRsrc 0x22000000
189
190 /*----- bootstrap */
191 #define AN_BootBootstrap 0x30000000
192 #define AN_BootError 0x30000001 /* boot code returned an error */
193
194 /*----- Workbench */
195 #define AN_Workbench 0x31000000
196
197 /*----- DiskCopy */
198 #define AN_DiskCopy 0x32000000
199
200 #endif /* EXEC_ALERTS_H */
```

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```
1 #ifndef EXEC_DEVICES_H
2 #define EXEC_DEVICES_H
3 /*
4 **      $Filename: exec/devices.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 */
12
13 #ifndef EXEC_LIBRARIES_H
14 #include "exec/libraries.h"
15 #endif !EXEC_LIBRARIES_H
16
17 #ifndef EXEC_PORTS_H
18 #include "exec/ports.h"
19 #endif !EXEC_PORTS_H
20
21
22 ***** Device *****
23
24 struct Device {
25     struct Library dd_Library;
26 };
27
28
29 ***** Unit *****
30
31 struct Unit {
32     struct MsgPort unit_MsgPort; /* queue for unprocessed messages */
33                                         /* instance of msgport is recommended */
34     UBYTE    unit_flags;
35     UBYTE    unit_pad;
36     WORD     unit_OpenCnt; /* number of active opens */
37 };
38
39
40 #define UNITF_ACTIVE (1<<0)
41 #define UNITF_INTASK (1<<1)
42
43 #endif /* EXEC_DEVICES_H */
```

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```
1 #ifndef EXEC_ERRORS_H
2 #define EXEC_ERRORS_H
3 /*
4 ** $Filename: exec/errors.h $
5 ** $Release: 1.3 $
6 **
7 ** Standard IO Errors:
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define IOERR_OPENFAIL -1 /* device/unit failed to open */
14 #define IOERR_ABORTED -2 /* request aborted */
15 #define IOERR_NOCMD -3 /* command not supported */
16 #define IOERR_BADLENGTH -4 /* not a valid length */
17
18 #endif /* EXEC_ERRORS_H */
```

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```
1 #ifndef EXEC_EXEC_H
2 #define EXEC_EXEC_H
3 /*
4 ** $Filename: exec/exec.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #include "exec/nodes.h"
14 #include "exec/lists.h"
15 #include "exec/interrupts.h"
16 #include "exec/memory.h"
17 #include "exec/ports.h"
18 #include "exec/tasks.h"
19 #include "exec/libraries.h"
20 #include "exec/devices.h"
21 #include "exec/io.h"
22
23 #endif /* EXEC_EXEC_H */
```

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```
1 #ifndef EXEC_EXECBASE_H
2 #define EXEC_EXECBASE_H
3 /*
4 **      $Filename: exec/execbase.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 */
12
13 #ifndef EXEC_LISTS_H
14 #include "exec/lists.h"
15 #endif !EXEC_LISTS_H
16
17 #ifndef EXEC_INTERRUPTS_H
18 #include "exec/interrupts.h"
19 #endif !EXEC_INTERRUPTS_H
20
21 #ifndef EXEC_LIBRARIES_H
22 #include "exec/libraries.h"
23 #endif !EXEC_LIBRARIES_H
24
25 #ifndef EXEC_TASKS_H
26 #include "exec/tasks.h"
27 #endif !EXEC_TASKS_H
28
29
30 struct ExecBase {
31     struct Library LibNode;
32
33     WORD SoftVer;           /* kickstart release number */
34     WORD LowMemChkSum;
35     ULONG ChkBase;          /* system base pointer complement */
36     APTR ColdCapture;       /* coldstart soft vector */
37     APTR CoolCapture;
38     APTR WarmCapture;
39     APTR SysStkUpper;       /* system stack base (upper bound) */
40     APTR SysStkLower;       /* top of system stack (lower bound) */
41     ULONG MaxLocMem;
42     APTR DebugEntry;
43     APTR DebugData;
44     APTR AlertData;
45     APTR MaxExtMem;         /* top of extended mem, or null if none */
46
47     WORD ChkSum;
48
49 **** Interrupt Related ****
50
51     struct IntVector IntVects[16];
52
53 **** System Variables ****
54
55     struct Task *ThisTask;   /* pointer to current task */
56     ULONG IdleCount;        /* idle counter */
57     ULONG DispCount;         /* dispatch counter */
58     WORD Quantum;           /* time slice quantum */
59     WORD Elapsed;           /* current quantum ticks */
60     WORD SysFlags;          /* misc system flags */
61     BYTE IDNestCnt;         /* interrupt disable nesting count */
62     BYTE TDNestCnt;         /* task disable nesting count */
63
64     WORD AttnFlags;          /* special attention flags */
65     WORD AttnResched;        /* rescheduling attention */
66     APTR ResModules;         /* resident module array pointer */
67
68     APTR TaskTrapCode;
69     APTR TaskExceptCode;
```

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```
70     APTR TaskExitCode;
71     ULONG TaskSigAlloc;
72     WORD TaskTrapAlloc;
73
74
75 **** System Lists ****
76
77     struct List MemList;
78     struct List ResourceList;
79     struct List DeviceList;
80     struct List IntrList;
81     struct List LibList;
82     struct List PortList;
83     struct List TaskReady;
84     struct List TaskWait;
85
86     struct SoftIntList SoftInts[5];
87
88 **** Other Globals ****
89
90     LONG LastAlert[4];
91
92
93
94     /* these next two variables are provided to allow
95      ** system developers to have a rough idea of the
96      ** period of two externally controlled signals --
97      ** the time between vertical blank interrupts and the
98      ** external line rate (which is counted by CIA A's
99      ** "time of day" clock). In general these values
100     ** will be 50 or 60, and may or may not track each
101     ** other. These values replace the obsolete AFB_PAL
102     ** and AFB_50HZ flags.
103
104     UBYTE VBlankFrequency;
105     UBYTE PowerSupplyFrequency;
106
107     struct List SemaphoreList;
108
109     /* these next two are to be able to kickstart into user ram.
110      ** KickMemPtr holds a singly linked list of MemLists which
111      ** will be removed from the memory list via AllocAbs. If
112      ** all the AllocAbs's succeeded, then the KickTagPtr will
113      ** be added to the rom tag list.
114
115     APTR KickMemPtr;    /* ptr to queue of mem lists */
116     APTR KickTagPtr;    /* ptr to rom tag queue */
117     APTR KickCheckSum;  /* checksum for mem and tags */
118
119     UBYTE ExecBaseReserved[10];
120     UBYTE ExecBaseNewReserved[20];
121 }
122
123 #define SYSBASESIZE sizeof(struct ExecBase)
124
125 **** AttnFlags ****
126 /* Processors and Co-processors: */
127 #define AFB_68010 0          /* also set for 68020 */
128 #define AFB_68020 1
129 #define AFB_68881 4
130
131 #define AFF_68010 (1<<0)
132 #define AFF_68020 (1<<1)
133 #define AFF_68881 (1<<4)
134
135 /* These two bits used to be AFB_PAL and AFB_50HZ. After some soul
136 ** searching we realized that they were misnomers, and the information
137 ** is now kept in VBlankFrequency and PowerSupplyFrequency above.
138 ** To find out what sort of video conversion is done, look in the
```

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```
139 ** graphics subsystem.  
140 */  
141 #define AFB_RESERVED8 8  
142 #define AFB_RESERVED9 9  
143  
144 #endif /* EXEC_EXECBASE_H */
```

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```
1 ifndef EXEC_EXECNAME_H  
2 define EXEC_EXECNAME_H  
3 /*  
4 ** $Filename: exec/execname.h $  
5 ** $Release: 1.3 $  
6 **  
7 **  
8 **  
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.  
10 ** All Rights Reserved  
11 */  
12  
13 define EXECNAME "exec.library"  
14  
15 endif /* EXEC_EXECNAME_H */
```

Sep 19 20:19 1988 exec/interrupts.h Page 1

```
1 #ifndef EXEC_INTERRUPTS_H
2 #define EXEC_INTERRUPTS_H
3 /*
4 ** $Filename: exec/interrupts.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19 #endif !EXEC_LISTS_H
20
21
22 struct Interrupt {
23     struct Node is_Node;
24     APTR is_Data;           /* server data segment */
25     VOID (*is_Code)();      /* server code entry */
26 };
27
28
29 struct IntVector {          /* For EXEC use ONLY! */
30     APTR iv_Data;
31     VOID (*iv_Code)();
32     struct Node *iv_Node;
33 };
34
35
36 struct SoftIntList {        /* For EXEC use ONLY! */
37     struct List sh_List;
38     WORD sh_Pad;
39 };
40
41 #define SIH_PRIMASK (0xf0)
42
43 /* this is a fake INT definition, used only for AddIntServer and the like */
44 #define INTB_NMI      15
45 #define INTF_NMI      (1<<15)
46
47 #endif /* EXEC_INTERRUPTS_H */
```

D
1
26

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```
1 #ifndef EXEC_IO_H
2 #define EXEC_IO_H
3 /*
4 ** $Filename: exec/io.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_PORTS_H
14 #include "exec/ports.h"
15 #endif !EXEC_PORTS_H
16
17
18 struct IORequest {
19     struct Message io_Message;
20     struct Device *io_Device;    /* device node pointer */
21     struct Unit *io_Unit;        /* unit (driver private) */
22     WORD io_Command;            /* device command */
23     UBYTE io_Flags;             /* error or warning num */
24     BYTE io_Error;
25 };
26
27 struct IOStdReq {
28     struct Message io_Message;
29     struct Device *io_Device;    /* device node pointer */
30     struct Unit *io_Unit;        /* unit (driver private) */
31     WORD io_Command;            /* device command */
32     UBYTE io_Flags;             /* error or warning num */
33     BYTE io_Error;              /* actual number of bytes transferred */
34     ULONG io_Actual;            /* requested number bytes transferred */
35     ULONG io_Length;            /* points to data area */
36     APTR io_Data;               /* offset for block structured devices */
37     ULONG io_Offset;
38 };
39
40 /* library vector offsets for device reserved vectors */
41 #define DEV_BEGINIO    (-30)
42 #define DEV_ABORTIO    (-36)
43
44 /* io_Flags defined bits */
45 #define IOB_QUICK      0
46 #define IOF_QUICK      (1<<0)
47
48
49 #define CMD_INVALID    0
50 #define CMD_RESET      1
51 #define CMD_READ       2
52 #define CMD_WRITE      3
53 #define CMD_UPDATE     4
54 #define CMD_CLEAR      5
55 #define CMD_STOP       6
56 #define CMD_START      7
57 #define CMD_FLUSH      8
58
59 #define CMD_NONSTD     9
60
61 #endif /* EXEC_IO_H */
```

Sep 19 20:19 1988 exec/libraries.h Page 1

```
1 #ifndef EXEC_LIBRARIES_H
2 #define EXEC_LIBRARIES_H
3 /*
4 ** $Filename: exec/libraries.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17
18 #define LIB_VECTSIZE 6
19 #define LIB_RESERVED 4
20 #define LIB_BASE (-LIB_VECTSIZE)
21 #define LIB_USERDEF (LIB_BASE-(LIB_RESERVED*LIB_VECTSIZE))
22 #define LIB_NONSTD (LIB_USERDEF)
23
24 #define LIB_OPEN (-6)
25 #define LIB_CLOSE (-12)
26 #define LIB_EXPUNGE (-18)
27 #define LIB_EXTFUNC (-24)
28
29
30 struct Library {
31     struct Node lib_Node;
32     UBYTE lib_Flags;
33     UBYTE lib_pad;
34     WORD lib_NegSize; /* number of bytes before library */
35     WORD lib_PosSize; /* number of bytes after library */
36     WORD lib_Version;
37     WORD lib_Revision;
38     APTR lib_IdString;
39     ULONG lib_Sum; /* the checksum itself */
40     WORD lib_OpenCnt; /* number of current opens */
41 };
42
43 #define LIBF_SUMMING (1<<0) /* we are currently checksumming */
44 #define LIBF_CHANGED (1<<1) /* we have just changed the lib */
45 #define LIBF_SUMUSED (1<<2) /* set if we should bother to sum */
46 #define LIBF_DELEXP (1<<3) /* delayed expunge */
47
48 /* Temporary Compatibility */
49 #define lh_Node lib_Node
50 #define lh_Flags lib_Flags
51 #define lh_pad lib_pad
52 #define lh_NegSize lib_NegSize
53 #define lh_PosSize lib_PosSize
54 #define lh_Version lib_Version
55 #define lh_Revision lib_Revision
56 #define lh_IdString lib_IdString
57 #define lh_Sum lib_Sum
58 #define lh_OpenCnt lib_OpenCnt
59
60#endif /* EXEC_LIBRARIES_H */
```

Sep 19 20:19 1988 exec/lists.h Page 1

```
1 #ifndef EXEC_LISTS_H
2 #define EXEC_LISTS_H
3 /*
4 ** $Filename: exec/lists.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17
18 /* normal, full featured list */
19 struct List {
20     struct Node *lh_Head;
21     struct Node *lh_Tail;
22     struct Node *lh_TailPred;
23     UBYTE lh_Type;
24     UBYTE lh_pad;
25 };
26
27 /* minimum list -- no type checking possible */
28 struct MinList {
29     struct MinNode *mlh_Head;
30     struct MinNode *mlh_Tail;
31     struct MinNode *mlh_TailPred;
32 };
33
34#endif /* EXEC_LISTS_H */
```

Sep 19 20:20 1988 exec/memory.h Page 1

```
1 #ifndef EXEC_MEMORY_H
2 #define EXEC_MEMORY_H
3 /*
4 ** $Filename: exec/memory.h $
5 ** $Release: 1.3 $
6 **
7 ** definitions for use with the memory allocator
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17
18 /***** MemChunk *****/
19
20 struct MemChunk {
21     struct MemChunk *mc_Next; /* pointer to next chunk */
22     ULONG mc_Bytess; /* chunk byte size */
23 };
24
25
26 /***** MemHeader *****/
27
28 struct MemHeader {
29     struct Node mh_Node;
30     UWORLD mh_Attributes; /* characteristics of this region */
31     struct MemChunk *mh_First; /* first free region */
32     APTR mh_Lower; /* lower memory bound */
33     APTR mh_Upper; /* upper memory bound+1 */
34     ULONG mh_Free; /* total number of free bytes */
35 };
36
37
38 /***** MemEntry *****/
39
40 struct MemEntry {
41     union {
42         ULONG meu_Reqss; /* the AllocMem requirements */
43         APTR meu_Addr; /* the address of this memory region */
44     } me_Un;
45     ULONG me_Length; /* the length of this memory region */
46 };
47
48 #define me_un     me_Un /* compatability */
49 #define me_Reqss  me_Un.meu_Reqss
50 #define me_Addr   me_Un.meu_Addr
51
52
53 /***** MemList *****/
54
55 struct MemList {
56     struct Node ml_Node;
57     UWORLD ml_NumEntries; /* number of entries in this struct */
58     struct MemEntry ml_ME[1]; /* the first entry */
59 };
60
61 #define ml_me    ml_ME /* compatability */
62
63
64 /*---- Memory Requirement Types -----*/
65
66 #define MEMF_PUBLIC (1<<0)
67 #define MEMF_CHIP   (1<<1)
68 #define MEMF_FAST   (1<<2)
69
```

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```
70 #define MEMF_CLEAR (1<<16)
71 #define MEMF_LARGEST (1<<17)
72
73 #define MEM_BLOCKSIZE 8
74 #define MEM_BLOCKMASK 7
75
76#endif /* EXEC_MEMORY_H */
```

Sep 19 20:20 1988 exec/nodes.h Page 1

```
1 #ifndef EXEC_NODES_H
2 #define EXEC_NODES_H
3 /*
4 ** $Filename: exec/nodes.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 /* normal node */
14 struct Node {
15     struct Node *ln_Succ;
16     struct Node *ln_Pred;
17     UBYTE    ln_Type;
18     BYTE     ln_Pri;
19     char     *ln_Name;
20 };
21
22 /* stripped node -- no type checking is possible */
23 struct MinNode {
24     struct MinNode *mln_Succ;
25     struct MinNode *mln_Pred;
26 };
27
28
29 /*---- Node Types -----*/
30 #define NT_UNKNOWN      0
31 #define NT_TASK          1
32 #define NT_INTERRUPT    2      /* also for software interrupt node */
33 #define NT_DEVICE        3
34 #define NT_MSGPORT       4
35 #define NT_MESSAGE        5
36 #define NT_FREEMSG       6
37 #define NT_REPLYMSG      7
38 #define NT_RESOURCE      8
39 #define NT_LIBRARY        9
40 #define NT_MEMORY        10
41 #define NT_SOFTINT       11      /* exec private */
42 #define NT_FONT           12
43 #define NT_PROCESS        13
44 #define NT_SEMAPHORE      14
45 #define NT_SIGNALSEM     15      /* signal semaphores */
46 #define NT_BOOTNODE       16
47
48#endif /* EXEC_NODES_H */
```

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```
1 #ifndef EXEC_PORTS_H
2 #define EXEC_PORTS_H
3 /*
4 ** $Filename: exec/ports.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19 #endif !EXEC_LISTS_H
20
21 #ifndef EXEC_TASKS_H
22 #include "exec/tasks.h"
23 #endif !EXEC_TASKS_H
24
25
26 ***** MsgPort *****
27
28 struct MsgPort {
29     struct Node mp_Node;
30     UBYTE    mp_Flags;
31     UBYTE    mp_SigBit;           /* signal bit number */
32     struct Task *mp_SigTask;    /* task to be signalled */
33     struct List mp_MsgList;    /* message linked list */
34 };
35
36 #define mp_SoftInt mp_SigTask
37
38 #define PF_ACTION      3
39
40 #define PA_SIGNAL      0
41 #define PA_SOFTINT     1
42 #define PA_IGNORE      2
43
44
45 ***** Message *****
46
47 struct Message {
48     struct Node mn_Node;
49     struct MsgPort *mn_ReplyPort; /* message reply port */
50     UWORD   mn_Length;          /* message len in bytes */
51 };
52
53#endif /* EXEC_PORTS_H */
```

Sep 19 20:20 1988 exec/resident.h Page 1

```
1 #ifndef EXEC_RESIDENT_H
2 #define EXEC_RESIDENT_H
3 /*
4 **      $Filename: exec/resident.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17 struct Resident {
18     WORD rt_MatchWord; /* word to match on (ILLEGAL) */
19     struct Resident *rt_MatchTag; /* pointer to the above */
20     APTR rt_EndSkip; /* address to continue scan */
21     UBYTE rt_Flags; /* various tag flags */
22     UBYTE rt_Version; /* release version number */
23     UBYTE rt_Type; /* type of module (NT_mumble) */
24     BYTE rt_Pri; /* initialization priority */
25     char *rt_Name; /* pointer to node name */
26     char *rt_IdString; /* pointer to ident string */
27     APTR rt_Init; /* pointer to init code */
28 };
29
30 #define RTC_MATCHWORD 0x4AFC
31
32 #define RTF_AUTOINIT (1<<7)
33 #define RTF_COLDSTART (1<<0)
34
35 /* Compatibility: */
36 #define RTM_WHEN 3
37 #define RTW_NEVER 0
38 #define RTW_COLDSTART 1
39
40#endif /* EXEC_RESIDENT_H */
```

D
30

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```
1 #ifndef EXEC_SEMAPHORES_H
2 #define EXEC_SEMAPHORES_H
3 /*
4 **      $Filename: exec/semaphores.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif !EXEC_NODES_H
16
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19 #endif !EXEC_LISTS_H
20
21 #ifndef EXEC_PORTS_H
22 #include "exec/ports.h"
23 #endif !EXEC_PORTS_H
24
25 #ifndef EXEC_TASKS_H
26 #include "exec/tasks.h"
27 #endif !EXEC_TASKS_H
28
29
30 ***** Semaphore *****/
31
32 struct Semaphore {
33     struct MsgPort sm_MsgPort;
34     WORD sm_Bids;
35 };
36
37 #define sm_LockMsg mp_SigTask
38
39
40 ***** SignalSemaphore *****/
41
42 /* this is the structure used to request a signal semaphore */
43 struct SemaphoreRequest {
44     struct MinNode sr_Link;
45     struct Task *sr_Waiter;
46 };
47
48 /* this is the actual semaphore itself */
49 struct SignalSemaphore {
50     struct Node ss_Link;
51     SHORT ss_NestCount;
52     struct MinList ss_WaitQueue;
53     struct SemaphoreRequest ss_MultipleLink;
54     struct Task *ss_Owner;
55     SHORT ss_QueueCount;
56 };
57
58#endif /* EXEC_SEMAPHORES_H */
```

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```
1 #ifndef EXEC_TASKS_H
2 #define EXEC_TASKS_H
3 /*
4 ** $Filename: exec/tasks.h $
5 ** $Release: 1.3 $
6 **
7 **
8 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
9 ** All Rights Reserved
10 */
11
12 #ifndef EXEC_NODES_H
13 #include "exec/nodes.h"
14 #endif !EXEC_NODES_H
15
16
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19 #endif !EXEC_LISTS_H
20
21
22 struct Task {
23     struct Node tc_Node;
24     UBYTE tc_Flags;
25     UBYTE tc_State;
26     BYTE tc_IDNestCnt; /* intr disabled nesting*/
27     BYTE tc_TDNestCnt; /* task disabled nesting*/
28     ULONG tc_SigAlloc; /* sigs allocated */
29     ULONG tc_SigWait; /* sigs we are waiting for */
30     ULONG tc_SigRecv; /* sigs we have received */
31     ULONG tc_SigExcept; /* sigs we will take excepts for */
32     WORD tc_TrapAlloc; /* traps allocated */
33     WORD tc_TrapAble; /* traps enabled */
34     APTR tc_ExceptData; /* points to except data */
35     APTR tc_ExceptCode; /* points to except code */
36     APTR tc_TrapData; /* points to trap code */
37     APTR tc_TrapCode; /* points to trap data */
38     APTR tc_SPreg; /* stack pointer */
39     APTR tc_SPLower; /* stack lower bound */
40     APTR tc_SUPper; /* stack upper bound + 2 */
41     VOID (*tc_Switch)(); /* task losing CPU */
42     VOID (*tc_Launch)(); /* task getting CPU */
43     struct List tc_MemEntry; /* allocated memory */
44     APTR tc_UserData; /* per task data */
45 };
46
47 /*---- Flag Bits */
48 #define TB_PROCTIME 0
49 #define TB_STACKCHK 4
50 #define TB_EXCEPT 5
51 #define TB_SWITCH 6
52 #define TB_LAUNCH 7
53
54 #define TF_PROCTIME (1<<0)
55 #define TF_STACKCHK (1<<4)
56 #define TF_EXCEPT (1<<5)
57 #define TF_SWITCH (1<<6)
58 #define TF_LAUNCH (1<<7)
59
60 /*---- Task States */
61 #define TS_INVALID 0
62 #define TS_ADDED 1
63 #define TS_RUN 2
64 #define TS_READY 3
65 #define TS_WAIT 4
66 #define TS_EXCEPT 5
67 #define TS_REMOVED 6
68
69 /*---- Predefined Signals */
70
```

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```
71 #define SIGB_ABORT 0
72 #define SIGB_CHILD 1
73 #define SIGB_BLIT 4
74 #define SIGB_SINGLE 4
75 #define SIGB_DOS 8
76
77 #define SIGF_ABORT (1<<0)
78 #define SIGF_CHILD (1<<1)
79 #define SIGF_BLIT (1<<4)
80 #define SIGF_SINGLE (1<<4)
81 #define SIGF_DOS (1<<8)
82
83 #endif /* EXEC_TASKS_H */
```

```
1 #ifndef EXEC_TYPES_H
2 #define EXEC_TYPES_H
3 /*
4 **      $Filename: exec/types.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #define GLOBAL extern      /* the declaratory use of an external */
14 #define IMPORT extern      /* reference to an external */
15 #define STATIC static      /* a local static variable */
16 #define REGISTER register  /* a (hopefully) register variable */
17
18 #define VOID void           /* typedef does not seem to work here */
19
20 typedef long      LONG;      /* signed 32-bit quantity */
21 typedef unsigned long ULONG;    /* unsigned 32-bit quantity */
22 typedef unsigned long LONGBITS; /* 32 bits manipulated individually */
23 typedef short      WORD;      /* signed 16-bit quantity */
24 typedef unsigned short UWORD;    /* unsigned 16-bit quantity */
25 typedef unsigned short WORDBITS; /* 16 bits manipulated individually */
26 typedef char       BYTE;      /* signed 8-bit quantity */
27 typedef unsigned char UBYTE;    /* unsigned 8-bit quantity */
28 typedef unsigned char BYTEBITS; /* 8 bits manipulated individually */
29 typedef unsigned char *STRPTR;  /* string pointer */
30 typedef STRPTR     *APTR;      /* absolute memory pointer */
31
32 /* sigh. APTR was misdefined, but compatibility rules. Heres what it
33 * should have been
34 */
35 typedef ULONG      CPTR;      /* absolute memory pointer */
36
37 /* For compatibility only: (don't use in new code) */
38 typedef short      SHORT;     /* signed 16-bit quantity (WORD) */
39 typedef unsigned short USHORT;  /* unsigned 16-bit quantity (UWORD) */
40
41
42 /* Types with specific semantics */
43 typedef float       FLOAT;
44 typedef double      DOUBLE;
45 typedef short       COUNT;
46 typedef unsigned short UCOUNT;
47 typedef short       BOOD;
48 typedef unsigned char TEXT;
49
50 #define TRUE        1
51 #define FALSE       0
52 #define NULL        0
53
54 #define BYTEMASK    0xFF
55
56 #define LIBRARY_VERSION 34
57
58#endif /* EXEC_TYPES_H */
```

Sep 19 20:25 1988 graphics/clip.h Page 1

```
1 #ifndef GRAPHICS_CLIP_H
2 #define GRAPHICS_CLIP_H
3 /*
4 **      $Filename: graphics/clip.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef GRAPHICS_GFX_H
14 #include <graphics/gfx.h>
15 #endif
16 #ifndef EXEC_SEMAPHORES_H
17 #include <exec/semaphores.h>
18 #endif
19
20 /* structures used by and constructed by windowlib.a */
21 /* understood by rom software */
22
23 #define NEWLOCKS
24
25 struct Layer
26 {
27     struct Layer *front,*back; /* ignored by roms */
28     struct ClipRect *ClipRect; /* read by roms to find first cliprect */
29     struct RastPort *rp; /* ignored by roms, I hope */
30     struct Rectangle bounds; /* ignored by roms */
31     UBYTE reserved[4];
32     UWORLD priority; /* system use only */
33     UWORLD Flags; /* obscured ?, Virtual BitMap? */
34     struct BitMap *SuperBitMap;
35     struct ClipRect *SuperClipRect; /* super bitmap cliprects if
36                                     VBitMap != 0*/
37                                     /* else damage cliprect list for refresh */
38     APTR Window; /* reserved for user interface use */
39     SHORT Scroll_X,Scroll_Y;
40     struct ClipRect *cr,*cr2,*crnew; /* used by dedice */
41     struct ClipRect *SuperSaveClipRects; /* preallocated cr's */
42     struct ClipRect *_cliprects; /* system use during refresh */
43     struct Layer_Info *LayerInfo; /* points to head of the list */
44     struct SignalSemaphore Lock;
45     UBYTE reserved3[8];
46     struct Region *ClipRegion;
47     struct Region *saveClipRects; /* used to back out when in trouble*/
48     UBYTE reserved2[22];
49     /* this must stay here */
50     struct Region *DamageList; /* list of rectangles to refresh
51                               through */
52 };
53
54 struct ClipRect
55 {
56     struct ClipRect *Next; /* roms used to find next ClipRect */
57     struct ClipRect *prev; /* ignored by roms, used by windowlib */
58     struct Layer *lobs; /* ignored by roms, used by windowlib */
59     struct BitMap *BitMap;
60     struct Rectangle bounds; /* set up by windowlib, used by roms */
61     struct ClipRect *_p1,*_p2; /* system reserved */
62     LONG reserved; /* system use */
63 #ifdef NEWCLIPRECTS_1_1
64     LONG Flags; /* only exists in layer allocation */
65 #endif
66 };
67
68 /* internal cliprect flags */
69 #define CR_NEEDS_NO_CONCEALED_RASTERS 1
```

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```
70
71 /* defines for code values for getcode */
72 #define ISLESSX 1
73 #define ISLESSY 2
74 #define ISGRTRX 4
75 #define ISGRTRY 8
76
77 #endif /* GRAPHICS_CLIP_H */
```

Sep 19 20:25 1988 graphics/collide.h Page 1

```
1 #ifndef GRAPHICS_COLLIDE_H
2 #define GRAPHICS_COLLIDE_H
3 /*
4 **      $Filename: graphics/collide.h $
5 **      $Release: 1.3 $
6 **
7 **      include file for collision detection and control
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 /* These bit descriptors are used by the GEL collide routines.
14 *  These bits are set in the hitMask and meMask variables of
15 *  a GEL to describe whether or not these types of collisions
16 *  can affect the GEL.  BNDRY_HIT is described further below;
17 *  this bit is permanently assigned as the boundary-hit flag.
18 *  The other bit GEL_HIT is meant only as a default to cover
19 *  any GEL hitting any other; the user may redefine this bit.
20 */
21 #define BORDERHIT 0
22
23 /* These bit descriptors are used by the GEL boundry hit routines.
24 *  When the user's boundry-hit routine is called (via the argument
25 *  set by a call to SetCollision) the first argument passed to
26 *  the user's routine is the address of the GEL involved in the
27 *  boundry-hit, and the second argument has the appropriate bit(s)
28 *  set to describe which boundry was surpassed
29 */
30 #define TOPHIT 1
31 #define BOTTOMHIT 2
32 #define LEFTHIT 4
33 #define RIGHTHIT 8
34
35 #endif /* GRAPHICS_COLLIDE_H */
```

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-
34

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```
1 #ifndef GRAPHICS_COPPER_H
2 #define GRAPHICS_COPPER_H
3 /*
4 **      $Filename: graphics/copper.h $
5 **      $Release: 1.3 $
6 **
7 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
8 **          All Rights Reserved
9 */
10
11
12
13 #define COPPER_MOVE 0      /* pseude opcode for move #XXXX,dir */
14 #define COPPER_WAIT 1      /* pseudo opcode for wait y,x */
15 #define CPRNXTBUF 2        /* continue processing with next buffer */
16 #define CPR_NT_LOF 0x8000  /* copper instruction only for short frames */
17 #define CPR_NT_SHT 0x4000  /* copper instruction only for long frames */
18 struct CopIns
19 {
20     short OpCode; /* 0 = move, 1 = wait */
21     union
22     {
23         struct CopList *nxtlist;
24         struct
25         {
26             union
27             {
28                 SHORT VWaitPos;      /* vertical beam wait */
29                 SHORT DestAddr;    /* destination address of copper move */
30             } ul;
31             union
32             {
33                 SHORT HWaitPos;    /* horizontal beam wait position */
34                 SHORT DestData;   /* destination immediate data to send */
35             } u2;
36             } u4;
37             } u3;
38 };
39 /* shorthand for above */
40 #define NXTLIST u3.nxtlist
41 #define VWAITPOS u3.u4.ul.VWaitPos
42 #define DESTADDR u3.u4.ul.DestAddr
43 #define HWAITPOS u3.u4.u2.HWaitPos
44 #define DESTDATA u3.u4.u2.DestData
45
46
47 /* structure of cpplist that points to list that hardware actually executes */
48 struct cpplist
49 {
50     struct cpplist *Next;
51     WORD *start;           /* start of copper list */
52     WORD MaxCount;        /* number of long instructions */
53 };
54
55 struct CopList
56 {
57     struct CopList *Next; /* next block for this copper list */
58     struct CopList *CopList; /* system use */
59     struct ViewPort *_ViewPort; /* system use */
60     struct CopIns *CopIns; /* start of this block */
61     struct CopIns *CopPtr; /* intermediate ptr */
62     WORD *CopLStart; /* mrgcop fills this in for Long Frame*/
63     WORD *CopSStart; /* mrgcop fills this in for Short Frame*/
64     WORD Count; /* intermediate counter */
65     WORD MaxCount; /* max # of copins for this block */
66     WORD DyOffset; /* offset this copper list vertical waits */
67 };
68
69 struct UCopList
```

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```
70 {  
71   struct UCopList *Next;  
72   struct CopList *FirstCopList; /* head node of this copper list */  
73   struct CopList *CopList; /* node in use */  
74 };  
75  
76 struct copinit  
77 [  
78   WORD diagstr[4]; /* copper list for first bitplane */  
79   WORD sprstrtup[(2*8*2)+2+(2*2)+2];  
80   WORD sprstop[2];  
81 };  
82  
83 #endif /* GRAPHICS_COPPER_H */
```

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```
1 #ifndef GRAPHICS_DISPLAY_H  
2 #define GRAPHICS_DISPLAY_H  
3 /*  
4 ** $Filename: graphics/display.h $  
5 ** $Release: 1.3 $  
6 **  
7 ** include define file for display control registers  
8 **  
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.  
10 ** All Rights Reserved  
11 */  
12  
13 /* bplcon0 defines */  
14 #define MODE_640 0x8000  
15 #define PLNCNTMSK 0x7 /* how many bit planes? */  
16 /* 0 = none, 1->6 = 1->6, 7 = reserved */  
17 #define PLNCNTSHFT 12 /* bits to shift for bplcon0 */  
18 #define PF2PRI 0x40 /* bplcon2 bit */  
19 #define COLORON 0x0200 /* disable color burst */  
20 #define DBLPF 0x400  
21 #define HOLDNMODIFY 0x800  
22 #define INTERLACE 4 /* interlace mode for 400 */  
23  
24 /* bplcon1 defines */  
25 #define PFA_FINE_SCROLL 0xF  
26 #define PFB_FINE_SCROLL_SHIFT 4  
27 #define PF_FINE_SCROLL_MASK 0xF  
28  
29 /* display window start and stop defines */  
30 #define DIW_HORIZ_POS 0x7F /* horizontal start/stop */  
31 #define DIW_VRTCL_POS 0xFF /* vertical start/stop */  
32 #define DIW_VRTCL_POS_SHIFT 7  
33  
34 /* Data fetch start/stop horizontal position */  
35 #define DFTCH_MASK 0xFF  
36  
37 /* vposr bits */  
38 #define VPOSRLDF 0x8000  
39  
40 #endif /* GRAPHICS_DISPLAY_H */
```

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```
1 #ifndef GRAPHICS_GELS_H
2 #define GRAPHICS_GELS_H
3 /*
4 ** $Filename: graphics/gels.h $
5 ** $Release: 1.3 $
6 **
7 ** include file for AMIGA GELS (Graphics Elements)
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 /* VSprite flags */
14 /* user-set VSprite flags: */
15 #define SUSERFLAGS 0x00FF /* mask of all user-settable VSprite-flags */
16 #define VSPIRTE 0x0001 /* set if VSprite, clear if Bob */
17 #define SAVEBACK 0x0002 /* set if background is to be saved/restored */
18 #define OVERLAY 0x0004 /* set to mask image of Bob onto background */
19 #define MUSTDRAW 0x0008 /* set if VSprite absolutely must be drawn */
20 /* system-set VSprite flags: */
21 #define BACKSAVED 0x0100 /* this Bob's background has been saved */
22 #define BOBUPDATE 0x0200 /* temporary flag, useless to outside world */
23 #define GELGONE 0x0400 /* set if gel is completely clipped (offscreen) */
24 #define VSOVERFLOW 0x0800 /* VSprite overflow (if MUSTDRAW set we draw!) */
25
26 /* Bob flags */
27 /* these are the user flag bits */
28 #define BUSERFLAGS 0x00FF /* mask of all user-settable Bob-flags */
29 #define SAVEBOB 0x0001 /* set to not erase Bob */
30 #define BOBISCOMP 0x0002 /* set to identify Bob as AnimComp */
31 /* these are the system flag bits */
32 #define BWAITING 0x0100 /* set while Bob is waiting on 'after' */
33 #define BDRAWN 0x0200 /* set when Bob is drawn this DrawG pass*/
34 #define BOBSAWAY 0x0400 /* set to initiate removal of Bob */
35 #define BOBNIX 0x0800 /* set when Bob is completely removed */
36 #define SAVEPRESERVE 0x1000 /* for back-restore during double-buffer*/
37 #define OUTSTEP 0x2000 /* for double-clearing if double-buffer */
38
39 /* defines for the animation procedures */
40 #define ANFRACSIZE 6
41 #define ANIMHALF 0x0020
42 #define RINGTRIGGER 0x0001
43
44
45 /* UserStuff definitions
46 * the user can define these to be a single variable or a sub-structure
47 * if undefined by the user, the system turns these into innocuous variables
48 * see the manual for a thorough definition of the UserStuff definitions
49 */
50 */
51 #ifndef VUserStuff /* VSprite user stuff */
52 #define VUserStuff SHORT
53 #endif
54
55 #ifndef BUserStuff /* Bob user stuff */
56 #define BUserStuff SHORT
57 #endif
58
59 #ifndef AUserStuff /* AnimOb user stuff */
60 #define AUserStuff SHORT
61 #endif
62
63
64
65
66 **** GEL STRUCTURES ****
67
68 struct VSprite
69 {
```

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```
70 /* ----- SYSTEM VARIABLES ----- */
71 /* GEL linked list forward/backward pointers sorted by y,x value */
72 struct VSprite *NextVSprite;
73 struct VSprite *PrevVSprite;
74
75 /* GEL draw list constructed in the order the Bobs are actually drawn, then
76 * list is copied to clear list
77 * must be here in VSprite for system boundary detection
78 */
79 struct VSprite *DrawPath; /* pointer of overlay drawing */
80 struct VSprite *ClearPath; /* pointer for overlay clearing */
81
82 /* the VSprite positions are defined in (y,x) order to make sorting
83 * sorting easier, since (y,x) as a long integer
84 */
85 WORD OldY, OldX; /* previous position */
86
87 /* ----- COMMON VARIABLES ----- */
88 WORD Flags; /* VSprite flags */
89
90
91 /* ----- USER VARIABLES ----- */
92 /* the VSprite positions are defined in (y,x) order to make sorting
93 * sorting easier, since (y,x) as a long integer
94 */
95 WORD Y, X; /* screen position */
96
97 WORD Height; /* number of words per row of image data */
98 WORD Width; /* number of planes of data */
99 WORD Depth;
100
101 WORD MeMask; /* which types can collide with this VSprite */
102 WORD HitMask; /* which types this VSprite can collide with */
103
104 WORD *ImageData; /* pointer to VSprite image */
105
106 /* borderLine is the one-dimensional logical OR of all
107 * the VSprite bits, used for fast collision detection of edge
108 */
109 WORD *BorderLine; /* logical OR of all VSprite bits */
110 WORD *CollMask; /* similar to above except this is a matrix */
111
112 /* pointer to this VSprite's color definitions (not used by Bobs) */
113 WORD *SprColors;
114
115 struct Bob *VSBob; /* points home if this VSprite is part of
116 a Bob */
117
118 /* planePick flag: set bit selects a plane from image, clear bit selects
119 * use of shadow mask for that plane
120 * OnOff flag: if using shadow mask to fill plane, this bit (corresponding
121 * to bit in planePick) describes whether to fill with 0's or 1's
122 * There are two uses for these flags:
123 * - if this is the VSprite of a Bob, these flags describe how the Bob
124 * is to be drawn into memory
125 * - if this is a simple VSprite and the user intends on setting the
126 * MUSTDRAW flag of the VSprite, these flags must be set too to describe
127 * which color registers the user wants for the image
128 */
129 BYTE PlanePick;
130 BYTE PlaneOnOff;
131
132 VUserStuff VUserExt; /* user definable: see note above */
133 }
134
135 struct Bob
136 /* blitter-objects */
137 [
138 /* ----- SYSTEM VARIABLES ----- */
```

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```
139 /* ----- COMMON VARIABLES ----- */
140 WORD Flags; /* general purpose flags (see definitions below) */
141
142 /* ----- USER VARIABLES ----- */
143 WORD *SaveBuffer; /* pointer to the buffer for background save */
144
145 /* used by Bobs for "cookie-cutting" and multi-plane masking */
146 WORD *ImageShadow;
147
148 /* pointer to BOBs for sequenced drawing of Bobs
   * for correct overlaying of multiple component animations
149 */
150 struct Bob *Before; /* draw this Bob before Bob pointed to by before */
151 struct Bob *After; /* draw this Bob after Bob pointed to by after */
152
153 struct VSprite *BobVSprite; /* this Bob's VSprite definition */
154
155 struct AnimComp *BobComp; /* pointer to this Bob's AnimComp def */
156
157 struct DBufPacket *DBuffer; /* pointer to this Bob's dBuf packet */
158
159 BUserStuff BUserExt; /* Bob user extension */
160
161 };
162
163 struct AnimComp
164 {
165 /* ----- SYSTEM VARIABLES ----- */
166 /* ----- COMMON VARIABLES ----- */
167 WORD Flags; /* AnimComp flags for system & user */
168
169 /* timer defines how long to keep this component active:
   * if set non-zero, timer decrements to zero then switches to nextSeq
   * if set to zero, AnimComp never switches
170 */
171 WORD Timer;
172
173 /* ----- USER VARIABLES ----- */
174 /* initial value for timer when the AnimComp is activated by the system */
175 WORD TimeSet;
176
177 /* pointer to next and previous components of animation object */
178 struct AnimComp *NextComp;
179 struct AnimComp *PrevComp;
180
181 /* pointer to component component definition of next image in sequence */
182 struct AnimComp *NextSeq;
183 struct AnimComp *PrevSeq;
184
185 WORD (*AnimCRoutine)(); /* address of special animation procedure */
186
187 WORD YTrans; /* initial y translation (if this is a component) */
188 WORD XTrans; /* initial x translation (if this is a component) */
189
190 struct AnimOb *HeadOb;
191
192 struct Bob *AnimBob;
193
194 };
195
196 struct AnimOb
197
198 /* ----- SYSTEM VARIABLES ----- */
199 struct AnimOb *NextOb, *PrevOb;
200
201 /* number of calls to Animate this AnimOb has endured */
202 LONG Clock;
203
204 WORD AnOldY, AnOldX; /* old y,x coordinates */
```

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```
208 /* ----- COMMON VARIABLES ----- */
209 WORD AnY, AnX; /* y,x coordinates of the AnimOb */
210
211 /* ----- USER VARIABLES ----- */
212 WORD YVel, XVel; /* velocities of this object */
213 WORD YAccel, XAccel; /* accelerations of this object */
214
215 WORD RingYTrans, RingXTrans; /* ring translation values */
216
217 WORD (*AnimORoutine)(); /* address of special animation
   * procedure */
218
219 struct AnimComp *HeadComp; /* pointer to first component */
220
221 AUserStuff AUserExt; /* AnimOb user extension */
222
223 };
224
225 /* dBufPacket defines the values needed to be saved across buffer to buffer
   * when in double-buffer mode
226 */
227 struct DBufPacket
228 {
229 WORD BufY, BufX; /* save other buffers screen coordinates */
230 struct VSprite *BufPath; /* carry the draw path over the gap */
231
232 /* these pointers must be filled in by the user */
233 /* pointer to other buffer's background save buffer */
234 WORD *BufBuffer;
235
236 };
237
238
239
240 /* **** */
241 /* ***** */
242 /* these are GEL functions that are currently simple enough to exist as a
   * definition. It should not be assumed that this will always be the case
243 */
244
245 #define InitAnimate(animKey) {*(animKey) = NULL; }
246 #define RemBob(b) { (b)->Flags |= BOBSAWAY; }
247
248
249 /* **** */
250 /* **** */
251
252 #define B2NORM 0
253 #define B2SWAP 1
254 #define B2BOBBER 2
255
256 /* **** */
257
258 /* a structure to contain the 16 collision procedure addresses */
259 struct collTable
260 {
261 int (*collPtrs[16])();
262 };
263
264 #endif /* GRAPHICS_GELS_H */
```

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```
1 #ifndef GRAPHICS_GFX_H
2 #define GRAPHICS_GFX_H
3 /*
4 **      $Filename: graphics/gfx.h $
5 **      $Release: 1.3 $
6 **
7 **      general include file for application programs
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #define BITSET 0x8000
14 #define BITCLR 0
15
16 #define AGNUS
17 #ifdef AGNUS
18 #define TOBB(a) ((long)(a))
19 #else
20 #define TOBB(a) ((long)(a)>>1) /* convert Chip adr to Bread Board Adr */
21 #endif
22
23 struct Rectangle
24 {
25     SHORT MinX,MinY;
26     SHORT MaxX,MaxY;
27 };
28
29 typedef struct tPoint
30 {
31     WORD x,y;
32 } Point;
33
34 typedef UBYTE *PLANEPTR;
35
36 struct BitMap
37 {
38     WORD BytesPerRow;
39     WORD Rows;
40     UBYTE Flags;
41     UBYTE Depth;
42     WORD pad;
43     PLANEPTR Planes[8];
44 };
45
46 #define RASSIZE(w,h) ((h)*( (w+15)>>3&0xFFFF))
47
48#endif /* GRAPHICS_GFX_H */
```

D
I
38

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```
1 #ifndef GRAPHICS_GFXBASE_H
2 #define GRAPHICS_GFXBASE_H
3 /*
4 **      $Filename: graphics/gfxbase.h $
5 **      $Release: 1.3 $
6 **
7 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
8 **          All Rights Reserved
9 */
10
11
12
13 #ifndef EXEC_LISTS_H
14 #include <exec/lists.h>
15 #endif
16 #ifndef EXEC_LIBRARIES_H
17 #include <exec/libraries.h>
18 #endif
19 #ifndef EXEC_INTERRUPTS_H
20 #include <exec/interrupts.h>
21 #endif
22
23 struct GfxBase
24 {
25     struct Library LibNode;
26     struct View *ActiView;
27     struct copinit *copinit; /* ptr to copper start up list */
28     long *cia; /* for 8520 resource use */
29     long *blitter; /* for future blitter resource use */
30     UWORLD *LOFlist;
31     UWORLD *SHFlist;
32     struct bltnode *blthd,*blttl;
33     struct bltnode *bsblthd,*bsblttl;
34     struct Interrupt vbsrv,timsrv,bltsrv;
35     struct List TextFonts;
36     struct TextFont *DefaultFont;
37     UWORLD Modes; /* copy of current first bplcon0 */
38     BYTE VBlank;
39     BYTE Debug;
40     SHORT BeamSync;
41     SHORT system_bplcon0; /* it is ored into each bplcon0 for display */
42     UBYTE SpriteReserved;
43     UBYTE bytereserved;
44     USHORT Flags;
45     SHORT BlitLock;
46     short BlitNest;
47
48     struct List BlitWaitQ;
49     struct Task *BlitOwner;
50     struct List TOF WaitQ;
51     UWORLD DisplayFlags; /* NTSC PAL GENLOC etc*/
52     /* Display flags are determined at power on */
53     struct SimpleSprite **SimpleSprites;
54     UWORLD MaxDisplayRow; /* hardware stuff, do not use */
55     UWORLD MaxDisplayColumn; /* hardware stuff, do not use */
56     UWORLD NormalDisplayRows;
57     UWORLD NormalDisplayColumns;
58     /* the following are for standard non interlace, 1/2 wb width */
59     UWORLD NormalDPMX; /* Dots per meter on display */
60     UWORLD NormalDPMY; /* Dots per meter on display */
61     struct SignalSemaphore *LastChanceMemory;
62     UWORLD *LCMptr;
63     UWORLD MicrosPerLine; /* 256 time usec/line */
64     UWORLD MinDisplayColumn;
65     ULONG reserved[23]; /* for future use */
66 };
67
68 #define NTSC 1
69 #define GENLOC 2
```

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```
70 #define PAL          4
71 #define BLITMSGFAULT  4
72 #endif /* GRAPHICS_GFXBASE_H */
```

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```
1 #ifndef GRAPHICS_GFXMACROS_H
2 #define GRAPHICS_GFXMACROS_H
3 /*
4 **      $Filename: graphics/gfxmacros.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **             All Rights Reserved
11 */
12
13 #ifndef GRAPHICS_RASTPORT_H
14 #include <graphics/rastport.h>
15 #endif
16
17 #define ON_DISPLAY      custom.dmacon = BITSET|DMAF_RASTER;
18 #define OFF_DISPLAY    custom.dmacon = BITCLR|DMAF_RASTER;
19 #define ON_SPRITE       custom.dmacon = BITSET|DMAF_SPRITE;
20 #define OFF_SPRITE     custom.dmacon = BITCLR|DMAF_SPRITE;
21
22 #define ON_VBLANK       custom.intena = BITSET|INTF_VERTB;
23 #define OFF_VBLANK     custom.intena = BITCLR|INTF_VERTB;
24
25 #define SetOpen(w,c)    { (w)->AOlPen = c; (w)->Flags |= AREAOUTLINE; }
26 #define SetDrPt(w,p)   { (w)->LinePtrn = p; (w)->Flags |= FRST_DOT; (w)->linpatcnt
27 #define SetWrMsk(w,m)  { (w)->Mask = m; }
28 #define SetAfPt(w,p,n) { (w)->AreaPtn = p; (w)->AreaPtSz = n; }
29
30 #define BNDRYOFF(w)    { (w)->Flags &= ~AREAOUTLINE; }
31
32 #define CINIT(c,n)     { UCopperListInit(c,n); }
33 #define CMOVE(c,a,b)   { CMove(c,&a,b); CBump(c); }
34 #define CWAIT(c,a,b)   { CWait(c,a,b); CBump(c); }
35 #define CEND(c)         { CWAIT(c,10000,255); }
36
37 #define DrawCircle(rp,cx,cy,r) DrawEllipse(rp,cx,cy,r,r);
38 #define AreaCircle(rp,cx,cy,r)  AreaEllipse(rp,cx,cy,r,r);
39
40 #endif /* GRAPHICS_GFXMACROS_H */
```

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```
1 #ifndef GRAPHICS_GRAPHINT_H
2 #define GRAPHICS_GRAPHINT_H
3 /*
4 **      $Filename: graphics/graphint.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include <exec/nodes.h>
15 #endif
16
17 /* structure used by AddTOFTask */
18 struct Isrvstr
19 {
20     struct Node is_Node;
21     struct Isrvstr *Iptr;    /* passed to srvr by os */
22     int (*code)();
23     int (*ccode)();
24     int Carg;
25 };
26
27 #endif /* GRAPHICS_GRAPHINT_H */
```

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```
1 #ifndef GRAPHICS_LAYERS_H
2 #define GRAPHICS_LAYERS_H
3 /*
4 **      $Filename: graphics/layers.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_LISTS_H
14 #include <exec/lists.h>
15 #endif
16
17 #ifndef EXEC_SEMAPHORES_H
18 #include <exec/semapores.h>
19 #endif
20
21 #define LAYERSIMPLE 1
22 #define LAYERSMART 2
23 #define LAYERSUPER 4
24 #define LAYERUPDATING 0x10
25 #define LAYERBACKDROP 0x40
26 #define LAYERREFRESH 0x80
27 #define LAYER_CLIPRECTS_LOST 0x100 /* during BeginUpdate */
28                                         /* or during layerop */
29                                         /* this happens if out of memory */
30 #define LMN_REGION -1
31
32 struct Layer_Info
33 {
34     struct Layer *top_layer;
35     struct Layer *check_lp; /* system use */
36     struct Layer *obs; /* system use */
37     struct MinList FreeClipRects;
38     struct SignalSemaphore Lock;
39     struct List gs_Head; /* system use */
40     LONG longreserved;
41     WORD Flags;
42     BYTE fatten_count;
43     BYTE LockLayersCount;
44     WORD LayerInfo_extra_size;
45     WORD *blitbuff;
46     struct LayerInfo_extra *LayerInfo_extra;
47 };
48
49 #define NEWLAYERINFO_CALLED 1
50 #define ALERTLAYERSNOMEM 0x83010000
51
52 #endif /* GRAPHICS_LAYERS_H */
```

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```
1 #ifndef GRAPHICS_RASTPORT_H
2 #define GRAPHICS_RASTPORT_H
3 /*
4 ** $Filename: graphics/rastport.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef GRAPHICS_GFX_H
14 #include <graphics/gfx.h>
15 #endif
16
17 struct AreaInfo
18 {
19     SHORT *VctrTbl;           /* ptr to start of vector table */
20     SHORT *VctrRptr;          /* ptr to current vertex */
21     BYTE *FlagTbl;           /* ptr to start of vector flag table */
22     BYTE *FlagPtr;            /* ptrs to areafill flags */
23     SHORT Count;              /* number of vertices in list */
24     SHORT MaxCount;           /* AreaMove/Draw will not allow Count>MaxCount*/
25     SHORT FirstX,FirstY;      /* first point for this polygon */
26 };
27
28 struct TmpRas
29 {
30     BYTE *RasPtr;
31     LONG Size;
32 };
33
34 /* unoptimized for 32bit alignment of pointers */
35 struct GelsInfo
36 {
37     BYTE sprRsrvd;           /* flag of which sprites to reserve from
38                               vsprite system */
39     UBYTE Flags;               /* system use */
40     struct VSprite *gelHead, *gelTail; /* dummy vSprites for list management*/
41     /* pointer to array of 8 WORDS for sprite available lines */
42     WORD *nextLine;
43     /* pointer to array of 8 pointers for color-last-assigned to vSprites */
44     WORD **lastColor;
45     struct collTable *collHandler; /* addresses of collision routines */
46     short leftmost, rightmost, topmost, bottommost;
47     APTR firstBlissObj,lastBlissObj; /* system use only */
48 };
49
50 struct RastPort
51 {
52     struct Layer *Layer;
53     struct BitMap *BitMap;
54     USHORT *AreaPtrn;          /* ptr to areafill pattern */
55     struct TmpRas *TmpRas;
56     struct AreaInfo *AreaInfo;
57     struct GelsInfo *GelsInfo;
58     UBYTE Mask;                /* write mask for this raster */
59     BYTE FgPen;                /* foreground pen for this raster */
60     BYTE BgPen;                /* background pen */
61     BYTE AOLPen;               /* areafill outline pen */
62     BYTE DrawMode;              /* drawing mode for fill, lines, and text */
63     BYTE AreaPtSz;              /* 2^n words for areafill pattern */
64     BYTE linpatcnt;             /* current line drawing pattern preshift */
65     BYTE dummy;
66     USHORT Flags;               /* miscellaneous control bits */
67     USHORT LinePtrn;             /* 16 bits for textured lines */
68     SHORT cp_x, cp_y;            /* current pen position */
69     UBYTE minterms[8];
```

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```
70     SHORT PenWidth;
71     SHORT PenHeight;
72     struct TextFont *Font;    /* current font address */
73     UBYTE AlgoStyle;          /* the algorithmically generated style */
74     UBYTE TxFlags;             /* text specific flags */
75     WORD TxHeight;            /* text height */
76     WORD TxWidth;             /* text nominal width */
77     WORD TxBaseline;           /* text baseline */
78     WORD TxSpacing;            /* text spacing (per character) */
79     APTR *RP_User;
80     ULONG longreserved[2];
81 #ifndef GFX_RASTPORT_1_2
82     WORD wordreserved[7];      /* used to be a node */
83     UBYTE reserved[8];         /* for future use */
84 #endif
85 };
86
87 /* drawing modes */
88 #define JAM1 0                  /* jam 1 color into raster */
89 #define JAM2 1                  /* jam 2 colors into raster */
90 #define COMPLEMENT 2            /* XOR bits into raster */
91 #define INVERSVID 4              /* inverse video for drawing modes */
92
93 /* these are the flag bits for RastPort flags */
94 #define FRST_DOT 0x01            /* draw the first dot of this line ? */
95 #define ONE_DOT 0x02              /* use one dot mode for drawing lines */
96 #define DBUFFER 0x04              /* flag set when RastPorts
97                               are double-buffered */
98
99 /* only used for bobs */
100
101 #define AREAOUTLINE 0x08        /* used by areafiller */
102 #define NOCROSSFILL 0x20        /* areafills have no crossovers */
103
104 /* there is only one style of clipping: raster clipping */
105 /* this preserves the continuity of jaggies regardless of clip window */
106 /* When drawing into a RastPort, if the ptr to ClipRect is nil then there */
107 /* is no clipping done, this is dangerous but useful for speed */
108
109 #endif /* GRAPHICS_RASTPORT_H */
```

Sep 19 20:26 1988 graphics/regions.h Page 1

```
1 #ifndef GRAPHICS_REGIONS_H
2 #define GRAPHICS_REGIONS_H
3 /*
4 **      $Filename: graphics/regions.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef GRAPHICS_GFX_H
14 #include <graphics/gfx.h>
15 #endif
16
17 struct RegionRectangle
18 {
19     struct RegionRectangle *Next,*Prev;
20     struct Rectangle bounds;
21 };
22
23 struct Region
24 {
25     struct Rectangle bounds;
26     struct RegionRectangle *RegionRectangle;
27 };
28
29#endif /* GRAPHICS_REGIONS_H */
```

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```
1 #ifndef GRAPHICS_SPRITE_H
2 #define GRAPHICS_SPRITE_H
3 /*
4 **      $Filename: graphics/sprite.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #define SPRITE_ATTACHED 0x80
14
15 struct SimpleSprite
16 {
17     WORD *posctldata,
18     WORD height,
19     WORD x,y; /* current position */
20     WORD num;
21 };
22
23#endif /* GRAPHICS_SPRITE_H */
```

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```
1 #ifndef GRAPHICS_TEXT_H
2 #define GRAPHICS_TEXT_H
3 /*
4 **      $Filename: graphics/text.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_PORTS_H
14 #include "exec/ports.h"
15 #endif
16
17 /*----- Font Styles -----*/
18 #define FS_NORMAL 0           /* normal text (no style bits set) */
19 #define FSE_EXTENDED 3        /* extended face (wider than normal) */
20 #define FSF_EXTENDED (1<<3)
21 #define FSB_ITALIC 2          /* italic (slanted 1:2 right) */
22 #define FSF_ITALIC (1<<2)
23 #define FSB_BOLD 1            /* bold face text (ORed w/ shifted) */
24 #define FSF_BOLD (1<<1)
25 #define FSB_UNDERLINED 0       /* underlined (under baseline) */
26 #define FSF_UNDERLINED (1<<0)
27
28 /*----- Font Flags -----*/
29 #define FPF_ROMFONT 0         /* font is in rom */
30 #define FPF_ROMFONT (1<<0)
31 #define FPF_DISKFONT 1        /* font is from diskfont.library */
32 #define FPF_DISKFONT (1<<1)
33 #define FPF_REVPATH 2         /* designed path is reversed (e.g. left) */
34 #define FPF_REVPATH (1<<2)
35 #define FPF_TALLDOT 3        /* designed for hires non-interlaced */
36 #define FPF_TALLDOT (1<<3)
37 #define FPF_WIDEDOT 4         /* designed for lores interlaced */
38 #define FPF_WIDEDOT (1<<4)
39 #define FPB_PROPORTIONAL 5    /* character sizes can vary from nominal */
40 #define FPF_PROPORTIONAL (1<<5)
41 #define FPF_DESIGNERED 6       /* size is "designed", not constructed */
42 #define FPF_DESIGNERED (1<<6)
43 #define FPB_REMOVED 7         /* the font has been removed */
44 #define FPF_REMOVED (1<<7)
45
46 /****** TextAttr node, matches text attributes in RastPort ******/
47 struct TextAttr {
48     STRPTR ta_Name;           /* name of the font */
49     UWORD ta_YSize;           /* height of the font */
50     UBYTE ta_Style;           /* intrinsic font style */
51     UBYTE ta_Flags;           /* font preferences and flags */
52 };
53
54 /****** TextFonts node ******/
55 struct TextFont {
56     struct Message tf_Message; /* reply message for font removal */
57     /* font name in LN */           /* used in this */
58     UWORD tf_YSize;             /* font height */           /* order to best */
59     UBYTE tf_Style;              /* font style */           /* match a font */
60     UBYTE tf_Flags;              /* preferences and flags */ /* request. */
61     UWORD tf_XSize;             /* nominal font width */
62     UWORD tf_Baseline;           /* distance from the top of char to baseline */
63     UWORD tf_BoldSmear;           /* smear to affect a bold enhancement */
64     UWORD tf_Accessors;           /* access count */
65
66     UBYTE tf_LoChar;             /* the first character described here */
67     UBYTE tf_HiChar;              /* the last character described here */
68
69
```

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```
70     APTR tf_CharData;           /* the bit character data */
71     UWORD tf_Modulo;           /* the row modulo for the strike font data */
72     APTR tf_CharLoc;           /* ptr to location data for the strike font */
73     /* 2 words: bit offset then size */
74     APTR tf_CharSpace;           /* ptr to words of proportional spacing data */
75     APTR tf_CharKern;           /* ptr to words of kerning data */
76 }
77 */
78
79 #endif /* GRAPHICS_TEXT_H */
```

Sep 19 20:26 1988 graphics/view.h Page 1

```
1 #ifndef GRAPHICS_VIEW_H
2 #define GRAPHICS_VIEW_H
3 /*
4 ** $Filename: graphics/view.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef GRAPHICS_GFX_H
14 #include <graphics/gfx.h>
15 #endif
16
17 #ifndef GRAPHICS_COPPER_H
18 #include <graphics/copper.h>
19 #endif
20
21 struct ColorMap {
22 {
23   UBYTE Flags;
24   UBYTE Type;
25   UWORLD Count;
26   APTR ColorTable;
27 };
28 /* if Type == 0 then ColorTable is a table of UWORLDs xRGB */
29
30 struct ViewPort {
31 {
32   struct ViewPort *Next;
33   struct ColorMap *ColorMap; /* table of colors for this viewport */
34   /* if this is nil, MakeVPort assumes default values */
35   struct CopList *DspIns; /* user by MakeView() */
36   struct CopList *SprIns; /* used by sprite stuff */
37   struct CopList *ClrIns; /* used by sprite stuff */
38   struct UCopList *UCopIns; /* User copper list */
39   SHORT DWidth,DHeight;
40   SHORT DxOffset,DyOffset;
41   UWORLD Modes;
42   UBYTE SpritePriorities; /* used by makevp */
43   UBYTE reserved;
44   struct RasInfo *RasInfo;
45 };
46
47 struct View {
48 {
49   struct ViewPort *ViewPort;
50   struct cpplist *LOFCprList; /* used for interlaced and noninterlaced */
51   struct cpplist *SHFCprList; /* only used during interlace */
52   short DyOffset,DxOffset; /* for complete View positioning */
53   /* offsets are +- adjustments to standard #s */
54   UWORLD Modes; /* such as INTERLACE, GENLOC */
55 };
56
57 /* defines used for Modes in IVPargs */
58 #define PFBA 0x40
59 #define DUALPF 0x400
60 #define HIRES 0x8000
61 #define LACE 4
62 #define HAM 0x800
63 #define SPRITES 0x4000 /* reuse one of plane ctr bits */
64 #define VP_HIDE 0x2000 /* reuse another plane crt bit */
65 #define GENLOCK_AUDIO 0x100
66 #define GENLOCK_VIDEO 2
67 #define EXTRA_HALFBRITE 0x80
68
69 struct RasInfo /* used by callers to and InitDspC() */
```

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```
70 {
71   struct RasInfo *Next; /* used for dualpf */
72   struct BitMap *BitMap;
73   SHORT RxOffset,RyOffset; /* scroll offsets in this BitMap */
74 };
75
76#endif /* GRAPHICS_VIEW_H */
```

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```
1 #ifndef HARDWARE_ADKBITS_H
2 #define HARDWARE_ADKBITS_H
3 /*
4 ** $Filename: hardware/adkbits.h $
5 ** $Release: 1.3 $
6 /**
7 ** bit definitions for adkcon register
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define ADKB_SETCLR 15 /* standard set/clear bit */
14 #define ADKB_PRECOMP1 14 /* two bits of precompensation */
15 #define ADKB_PRECOMP0 13
16 #define ADKB_MFMPREC 12 /* use mfm style precompensation */
17 #define ADKB_UARTBRK 11 /* force uart output to zero */
18 #define ADKB_WORDSYNC 10 /* enable DSKSYNC register matching */
19 #define ADKB_MSBSYNC 9 /* (Apple GCR Only) sync on MSB for reading */
20 #define ADKB_FAST 8 /* 1 -> 2 us/bit (mfm), 2 -> 4 us/bit (gcr) */
21 #define ADKB_USE3PN 7 /* use aud chan 3 to modulate period of ?? */
22 #define ADKB_USE2P3 6 /* use aud chan 2 to modulate period of 3 */
23 #define ADKB_USE1P2 5 /* use aud chan 1 to modulate period of 2 */
24 #define ADKB_USE0P1 4 /* use aud chan 0 to modulate period of 1 */
25 #define ADKB_USE3VN 3 /* use aud chan 3 to modulate volume of ?? */
26 #define ADKB_USE2V3 2 /* use aud chan 2 to modulate volume of 3 */
27 #define ADKB_USE1V2 1 /* use aud chan 1 to modulate volume of 2 */
28 #define ADKB_USE0V1 0 /* use aud chan 0 to modulate volume of 1 */
29
30 #define ADKF_SETCLR (1<<15)
31 #define ADKF_PRECOMP1 (1<<14)
32 #define ADKF_PRECOMP0 (1<<13)
33 #define ADKF_MFMPREC (1<<12)
34 #define ADKF_UARTBRK (1<<11)
35 #define ADKF_WORDSYNC (1<<10)
36 #define ADKF_MSBSYNC (1<<9)
37 #define ADKF_FAST (1<<8)
38 #define ADKF_USE3PN (1<<7)
39 #define ADKF_USE2P3 (1<<6)
40 #define ADKF_USE1P2 (1<<5)
41 #define ADKF_USE0P1 (1<<4)
42 #define ADKF_USE3VN (1<<3)
43 #define ADKF_USE2V3 (1<<2)
44 #define ADKF_USE1V2 (1<<1)
45 #define ADKF_USE0V1 (1<<0)
46
47 #define ADKF_PRE000NS 0 /* 000 ns of precomp */
48 #define ADKF_PRE140NS (ADKF_PRECOMP0) /* 140 ns of precomp */
49 #define ADKF_PRE280NS (ADKF_PRECOMP1) /* 280 ns of precomp */
50 #define ADKF_PRE560NS (ADKF_PRECOMP0|ADKF_PRECOMP1) /* 560 ns of precomp */
51
52 #endif /* HARDWARE_ADKBITS_H */
```

D
I
45

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```
1 #ifndef HARDWARE_BLIT_H
2 #define HARDWARE_BLIT_H
3 /*
4 ** $Filename: hardware/blit.h $
5 ** $Release: 1.3 $
6 /**
7 ** include file for blitter
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define HSIZEBITS 6
14 #define VSIZEBITS 16-HSIZEBITS
15 #define HSIZEMASK 0x3f /* 2^6 -- 1 */
16 #define VSIZEMASK 0x3FF /* 2^10 - 1 */
17
18 #define MAXBYTESPERROW 128
19
20 /* definitions for blitter control register 0 */
21
22 #define ABC 0x80
23 #define ABNC 0x40
24 #define ANBC 0x20
25 #define ANBNC 0x10
26 #define NABC 0x8
27 #define NABNC 0x4
28 #define NANBC 0x2
29 #define NANBNC 0x1
30
31 /* some commonly used operations */
32 #define A_OR_B ABC|ANBC|NABC | ABNC|ANBNC|NABNC
33 #define A_OR_C ABC|NABC|ABNC | ANBC|NANBC|ANBNC
34 #define A_XOR_C NABC|ABNC | NANBC|ANBNC
35 #define A_TO_D ABC|ANBC|ABNC|ANBNC
36
37 #define BC0B_DEST 8
38 #define BC0B_SRCC 9
39 #define BC0B_SRCB 10
40 #define BC0B_SRCA 11
41 #define BC0F_DEST 0x100
42 #define BC0F_SRCC 0x200
43 #define BC0F_SRCB 0x400
44 #define BC0F_SRCA 0x800
45
46 #define BC1F_DESC 2 /* blitter descend direction */
47
48 #define DEST 0x100
49 #define SRCC 0x200
50 #define SRCB 0x400
51 #define SRCA 0x800
52
53 #define ASHIFTSHIFT 12 /* bits to right align ashift value */
54 #define BSHIFTSHIFT 12 /* bits to right align bshift value */
55
56 /* definitions for blitter control register 1 */
57 #define LINEMODE 0x1
58 #define FILL_OR 0x8
59 #define FILL_XOR 0x10
60 #define FILL_CARRYIN 0x4
61 #define ONEDOT 0x2
62 #define OVFFLAG 0x20
63 #define SIGNFLAG 0x40
64 #define BLITREVERSE 0x2
65
66 #define SUD 0x10
67 #define SUL 0x8
68 #define AUL 0x4
69
```

```

70 #define OCTANT8 24
71 #define OCTANT7 4
72 #define OCTANT6 12
73 #define OCTANT5 28
74 #define OCTANT4 20
75 #define OCTANT3 8
76 #define OCTANT2 0
77 #define OCTANT1 16
78
79 /* stuff for blot queuer */
80 struct bltnode
81 {
82     struct bltnode *n;
83     int (*function)();
84     char stat;
85     short bltsize;
86     short beamsync;
87     int (*cleanup)();
88 };
89
90 /* defined bits for bltstat */
91 #define CLEANUP 0x40
92 #define CLEANME CLEANUP
93
94 #endif /* HARDWARE_BLIT_H */

```

```

1 #ifndef HARDWARE_CIA_H
2 #define HARDWARE_CIA_H
3 /*
4 **      $Filename: hardware/cia.h $
5 **      $Release: 1.3 $
6 **
7 **      registers and bits in the Complex Interface Adapter (CIA) chip
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 /*
14 * ciaa is on an ODD address (e.g. the low byte) -- $bfe001
15 * ciab is on an EVEN address (e.g. the high byte) -- $bfd000
16 *
17 * do this to get the definitions:
18 *      extern struct CIA ciaa, ciab;
19 */
20
21 struct CIA {
22     UBYTE ciapra;
23     UBYTE pad0[0xff];
24     UBYTE ciaprb;
25     UBYTE pad1[0xff];
26     UBYTE ciaddra;
27     UBYTE pad2[0xff];
28     UBYTE ciaddrb;
29     UBYTE pad3[0xff];
30     UBYTE ciatalo;
31     UBYTE pad4[0xff];
32     UBYTE ciatahi;
33     UBYTE pad5[0xff];
34     UBYTE ciatblo;
35     UBYTE pad6[0xff];
36     UBYTE ciatbhi;
37     UBYTE pad7[0xff];
38     UBYTE ciatodlow;
39     UBYTE pad8[0xff];
40     UBYTE ciatodmid;
41     UBYTE pad9[0xff];
42     UBYTE ciatodhi;
43     UBYTE pad10[0xff];
44     UBYTE unusedreq;
45     UBYTE pad11[0xffff];
46     UBYTE ciasdr;
47     UBYTE pad12[0xffff];
48     UBYTE clairc;
49     UBYTE pad13[0xffff];
50     UBYTE clacra;
51     UBYTE pad14[0xffff];
52     UBYTE ciacrb;
53     UBYTE ciacrb;
54 };
55
56
57 /* interrupt control register bit numbers */
58 #define CIAICRB_TA 0
59 #define CIAICRB_TB 1
60 #define CIAICRB_ALRM 2
61 #define CIAICRB_SP 3
62 #define CIAICRB_FLG 4
63 #define CIAICRB_IR 7
64 #define CIAICRB_SETCLR 7
65
66 /* control register A bit numbers */
67 #define CIACRAB_START 0
68 #define CIACRAB_PBON 1
69 #define CIACRAB_OUTMODE 2

```

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```
70 #define CIACRAB_RUNMODE 3
71 #define CIACRAB_LOAD 4
72 #define CIACRAB_INMODE 5
73 #define CIACRAB_SPMODE 6
74 #define CIACRAB_TODIN 7
75
76 /* control register B bit numbers */
77 #define CIACRBB_START 0
78 #define CIACRBB_PBON 1
79 #define CIACRBB_OUTMODE 2
80 #define CIACRBB_RUNMODE 3
81 #define CIACRBB_LOAD 4
82 #define CIACRBB_INMODE0 5
83 #define CIACRBB_INMODE1 6
84 #define CIACRBB_ALARM 7
85
86 /* interrupt control register masks */
87 #define CIAICRF_TA (1<<CIAICRB_TA)
88 #define CIAICRF_TB (1<<CIAICRB_TB)
89 #define CIAICRF_ALRM (1<<CIAICRB_ALARM)
90 #define CIAICRF_SP (1<<CIAICRB_SP)
91 #define CIAICRF_FLG (1<<CIAICRB_FLG)
92 #define CIAICRF_IR (1<<CIAICRB_IR)
93 #define CIAICRF_SETCLR (1<<CIAICRB_SETCLR)
94
95 /* control register A register masks */
96 #define CIACRAF_START (1<<CIACRAB_START)
97 #define CIACRB_PBon (1<<CIACRAB_PBON)
98 #define CIACRB_OUTMODE (1<<CIACRAB_OUTMODE)
99 #define CIACRB_RUNMODE (1<<CIACRAB_RUNMODE)
100 #define CIACRB_LOAD (1<<CIACRAB_LOAD)
101 #define CIACRB_INMODE (1<<CIACRAB_INMODE)
102 #define CIACRB_SPMODE (1<<CIACRAB_SPMODE)
103 #define CIACRB_TODIN (1<<CIACRAB_TODIN)
104
105 /* control register B register masks */
106 #define CIACRBF_START (1<<CIACRBB_START)
107 #define CIACRBF_PBON (1<<CIACRBB_PBON)
108 #define CIACRBF_OUTMODE (1<<CIACRBB_OUTMODE)
109 #define CIACRBF_RUNMODE (1<<CIACRBB_RUNMODE)
110 #define CIACRBF_LOAD (1<<CIACRBB_LOAD)
111 #define CIACRBF_INMODE0 (1<<CIACRBB_INMODE0)
112 #define CIACRBF_INMODE1 (1<<CIACRBB_INMODE1)
113 #define CIACRBF_ALARM (1<<CIACRBB_ALARM)
114
115 /* control register B INMODE masks */
116 #define CIACRBF_IN_PHI2 0
117 #define CIACRBF_IN_CNT (CIACRBF_INMODE0)
118 #define CIACRBF_IN_TA (CIACRBF_INMODE1)
119 #define CIACRBF_IN_CNT_TA (CIACRBF_INMODE0|CIACRBF_INMODE1)
120
121 /*
122 * Port definitions -- what each bit in a cia peripheral register is tied to
123 */
124
125 /* ciaa port A (0xbfe001) */
126 #define CIAAB_GAMEPORT1 (7) /* gameport 1, pin 6 (fire button) */
127 #define CIAAB_GAMEPORT0 (6) /* gameport 0, pin 6 (fire button) */
128 #define CIAAB_DSKRDY (5) /* disk ready */
129 #define CIAAB_DSKTRACK0 (4) /* disk on track 00 */
130 #define CIAAB_DSKPROT (3) /* disk write protect */
131 #define CIAAB_DSKCHANGE (2) /* disk change */
132 #define CIAAB_LED (1) /* led light control (0==>bright) */
133 #define CIAAB_OVERLAY (0) /* memory overlay bit */
134
135 /* ciaa port B (0xbfel01) -- parallel port */
136
137 /* ciab port A (0xbfd000) -- serial and printer control */
138 #define CIAAB_COMDTR (7) /* serial Data Terminal Ready */
```

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```
139 #define CIAAB_COMRTS (6) /* serial Request to Send */
140 #define CIAAB_COMCD (5) /* serial Carrier Detect */
141 #define CIAAB_COMCTS (4) /* serial Clear to Send */
142 #define CIAAB_COMDSR (3) /* serial Data Set Ready */
143 #define CIAAB_PRTRSEL (2) /* printer SELECT */
144 #define CIAAB_PRTRPOUT (1) /* printer paper out */
145 #define CIAAB_PRTRBUSY (0) /* printer busy */
146
147 /* ciab port B (0xbfd100) -- disk control */
148 #define CIAAB_DSKMOTOR (7) /* disk motor */
149 #define CIAAB_DSKSEL3 (6) /* disk select unit 3 */
150 #define CIAAB_DSKSEL2 (5) /* disk select unit 2 */
151 #define CIAAB_DSKSELL (4) /* disk select unit 1 */
152 #define CIAAB_DSKSEL0 (3) /* disk select unit 0 */
153 #define CIAAB_DSKSIDE (2) /* disk side select */
154 #define CIAAB_DSKDIREC (1) /* disk direction of seek */
155 #define CIAAB_DSKSTEP (0) /* disk step heads */
156
157 /* ciaa port A (0xbfe001) */
158 #define CIAAF_GAMEPORT1 (1<<7)
159 #define CIAAF_GAMEPORT0 (1<<6)
160 #define CIAAF_DSKRDY (1<<5)
161 #define CIAAF_DSKTRACK0 (1<<4)
162 #define CIAAF_DSKPROT (1<<3)
163 #define CIAAF_DSKCHANGE (1<<2)
164 #define CIAAF_LED (1<<1)
165 #define CIAAF_OVERLAY (1<<0)
166
167 /* ciaa port B (0xbfel01) -- parallel port */
168
169 /* ciab port A (0xbfd000) -- serial and printer control */
170 #define CIAAF_COMDTR (1<<7)
171 #define CIAAF_COMRTS (1<<6)
172 #define CIAAF_COMCD (1<<5)
173 #define CIAAF_COMCTS (1<<4)
174 #define CIAAF_COMDSR (1<<3)
175 #define CIAAF_PRTRSEL (1<<2)
176 #define CIAAF_PRTRPOUT (1<<1)
177 #define CIAAF_PRTRBUSY (1<<0)
178
179 /* ciab port B (0xbfd100) -- disk control */
180 #define CIAAF_DSKMOTOR (1<<7)
181 #define CIAAF_DSKSEL3 (1<<6)
182 #define CIAAF_DSKSEL2 (1<<5)
183 #define CIAAF_DSKSELL (1<<4)
184 #define CIAAF_DSKSEL0 (1<<3)
185 #define CIAAF_DSKSIDE (1<<2)
186 #define CIAAF_DSKDIREC (1<<1)
187 #define CIAAF_DSKSTEP (1<<0)
188
189 #endif /* HARDWARE_CIA_H */
```

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```
1 #ifndef HARDWARE_CUSTOM_H
2 #define HARDWARE_CUSTOM_H
3 /*
4 **      $Filename: hardware/custom.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 */
12
13 /*
14 * do this to get base of custom registers:
15 * extern struct Custom custom;
16 */
17
18 struct Custom {
19     WORD bltddat;
20     WORD dmaconr;
21     WORD vposr;
22     WORD vhposr;
23     WORD dskdatr;
24     WORD joy0dat;
25     WORD joy1dat;
26     WORD clxdat;
27     WORD adkconr;
28     WORD pot0dat;
29     WORD pot1dat;
30     WORD poting;
31     WORD serdatr;
32     WORD dskbytr;
33     WORD intenar;
34     WORD intreqr;
35     APTR dskpt;
36     WORD dsklen;
37     WORD dskdat;
38     WORD refptr;
39     WORD vposw;
40     WORD vhposw;
41     WORD copcon;
42     WORD serdat;
43     WORD serper;
44     WORD potgo;
45     WORD joytest;
46     WORD strequ;
47     WORD strvbl;
48     WORD strhor;
49     WORD strlong;
50     WORD bltcon0;
51     WORD bltcon1;
52     WORD bltafwm;
53     WORD bltalwm;
54     APTR bltcppt;
55     APTR bltbpt;
56     APTR bltapt;
57     APTR bltdpt;
58     WORD bltsize;
59     WORD pad2d[3];
60     WORD bltcmod;
61     WORD bltbmod;
62     WORD bltamod;
63     WORD bltdmod;
64     WORD pad34[4];
65     WORD bltcdat;
66     WORD bltbdat;
67     WORD bltadat;
68     WORD pad3b[4];
69 }
```

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```
70     WORD dsksync;
71     WORD copllc;
72     WORD cop2lc;
73     WORD copjmp1;
74     WORD copjmp2;
75     WORD copins;
76     WORD diwstrt;
77     WORD diwstop;
78     WORD ddfstrt;
79     WORD ddfstop;
80     WORD dmacon;
81     WORD clxcon;
82     WORD intena;
83     WORD intreq;
84     WORD adkcon;
85     struct AudChannel {
86         WORD *ac_ptr; /* ptr to start of waveform data */
87         WORD ac_len; /* length of waveform in words */
88         WORD ac_per; /* sample period */
89         WORD ac_vol; /* volume */
90         WORD ac_dat; /* sample pair */
91         WORD ac_pad[2]; /* unused */
92     } aud[4];
93     APTR bplpt[6];
94     WORD pad7c[4];
95     WORD bplcon0;
96     WORD bplcon1;
97     WORD bplcon2;
98     WORD pad83;
99     WORD bpllmod;
100    WORD bpl2mod;
101    WORD pad86[2];
102    WORD bpldat[6];
103    WORD pad8e[2];
104    APTR sprpt[8];
105    struct SpriteDef {
106        WORD pos;
107        WORD ctl;
108        WORD dataa;
109        WORD datab;
110    } spr[8];
111    WORD color[32];
112 };
113
114 #endif /* HARDWARE_CUSTOM_H */
```

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```
1 #ifndef HARDWARE_DMABITS_H
2 #define HARDWARE_DMABITS_H
3 /*
4 ** $Filename: hardware/dmabits.h $
5 ** $Release: 1.3 $
6 **
7 ** include file for defining dma control stuff
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 /* write definitions for dmaconw */
14 #define DMAF_SETCLR 0x8000
15 #define DMAF_AUDIO 0x000F /* 4 bit mask */
16 #define DMAF_AUD0 0x0001
17 #define DMAF_AUD1 0x0002
18 #define DMAF_AUD2 0x0004
19 #define DMAF_AUD3 0x0008
20 #define DMAF_DISK 0x0010
21 #define DMAF_SPRITE 0x0020
22 #define DMAF_BLITTER 0x0040
23 #define DMAF_COPPER 0x0080
24 #define DMAF_RASTER 0x0100
25 #define DMAF_MASTER 0x0200
26 #define DMAF_BLITHOG 0x0400
27 #define DMAF_ALL 0x01FF /* all dma channels */
28
29 /* read definitions for dmaconr */
30 /* bits 0-8 correspond to dmaconw definitions */
31 #define DMAF_BLTDONE 0x4000
32 #define DMAF_BLTNZERO 0x2000
33
34 #define DMAB_SETCLR 15
35 #define DMAB_AUD0 0
36 #define DMAB_AUD1 1
37 #define DMAB_AUD2 2
38 #define DMAB_AUD3 3
39 #define DMAB_DISK 4
40 #define DMAB_SPRITE 5
41 #define DMAB_BLITTER 6
42 #define DMAB_COPPER 7
43 #define DMAB_RASTER 8
44 #define DMAB_MASTER 9
45 #define DMAB_BLITHOG 10
46 #define DMAB_BLTDONE 14
47 #define DMAB_BLTNZERO 13
48
49 #endif /* HARDWARE_DMABITS_H */
```

D
1 49

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```
1 #ifndef HARDWARE_INTBITS_H
2 #define HARDWARE_INTBITS_H
3 /*
4 ** $Filename: hardware/intbits.h $
5 ** $Release: 1.3 $
6 **
7 ** bits in the interrupt enable (and interrupt request) register
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define INTB_SETCLR (15) /* Set/Clear control bit. Determines if bits */
14 /* written with a 1 get set or cleared. Bits */
15 /* written with a zero are always unchanged */
16 #define INTB_INTEN (14) /* Master interrupt (enable only) */
17 #define INTB_EXTER (13) /* External interrupt */
18 #define INTB_DSKSYNC (12) /* Disk re-SYNChronized */
19 #define INTB_RBF (11) /* serial port Receive Buffer Full */
20 #define INTB_AUD3 (10) /* Audio channel 3 block finished */
21 #define INTB_AUD2 (9) /* Audio channel 2 block finished */
22 #define INTB_AUD1 (8) /* Audio channel 1 block finished */
23 #define INTB_AUD0 (7) /* Audio channel 0 block finished */
24 #define INTB_BLIT (6) /* Blitter finished */
25 #define INTB_VERTB (5) /* start of Vertical Blank */
26 #define INTB_COPER (4) /* Coprocessor */
27 #define INTB_PORTS (3) /* I/O Ports and timers */
28 #define INTB_SOFTINT (2) /* software interrupt request */
29 #define INTB_DSKBLK (1) /* Disk Block done */
30 #define INTB_TBE (0) /* serial port Transmit Buffer Empty */
31
32
33
34 #define INTF_SETCLR (1<<15)
35 #define INTF_INTEN (1<<14)
36 #define INTF_EXTER (1<<13)
37 #define INTF_DSKSYNC (1<<12)
38 #define INTF_RBF (1<<11)
39 #define INTF_AUD3 (1<<10)
40 #define INTF_AUD2 (1<<9)
41 #define INTF_AUD1 (1<<8)
42 #define INTF_AUD0 (1<<7)
43 #define INTF_BLIT (1<<6)
44 #define INTF_VERTB (1<<5)
45 #define INTF_COPER (1<<4)
46 #define INTF_PORTS (1<<3)
47 #define INTF_SOFTINT (1<<2)
48 #define INTF_DSKBLK (1<<1)
49 #define INTF_TBE (1<<0)
50
51#endif /* HARDWARE_INTBITS_H */
```

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```
1 #ifndef INTUITION_INTUITION_H
2 #define INTUITION_INTUITION_H
3 /*
4 ** $Filename: intuition/intuition.h $
5 ** $Release: 1.3 $
6 /**
7 ** main intuition include
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif
16
17 #ifndef GRAPHICS_GFX_H
18 #include "graphics/gfx.h"
19 #endif
20
21 #ifndef GRAPHICS_CLIP_H
22 #include "graphics/clip.h"
23 #endif
24
25 #ifndef GRAPHICS_VIEW_H
26 #include "graphics/view.h"
27 #endif
28
29 #ifndef GRAPHICS_RASTPORT_H
30 #include "graphics/rastport.h"
31 #endif
32
33 #ifndef GRAPHICS_LAYERS_H
34 #include "graphics/layers.h"
35 #endif
36
37 #ifndef GRAPHICS_TEXT_H
38 #include "graphics/text.h"
39 #endif
40
41 #ifndef EXEC_PORTS_H
42 #include "exec/ports.h"
43 #endif
44
45 #ifndef DEVICES_TIMER_H
46 #include "devices/timer.h"
47 #endif
48
49 #ifndef DEVICES_INPUТЕVENT_H
50 #include "devices/inpuтеvent.h"
51 #endif
52
53 /**
54 ** =====
55 ** == Menu ==
56 /**
57 struct Menu
58 {
59     struct Menu *NextMenu; /* same level */
60     SHORT LeftEdge, TopEdge; /* position of the select box */
61     SHORT Width, Height; /* dimensions of the select box */
62     USHORT Flags; /* see flag definitions below */
63     BYTE *MenuName; /* text for this Menu Header */
64     struct MenuItem *FirstItem; /* pointer to first in chain */
65
66     /* these mysteriously-named variables are for internal use only */
67     SHORT JazzX, Jazzy, BeatX, BeatY;
68 };
69 */
```

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```
70
71 /* FLAGS SET BY BOTH THE APPLIPROG AND INTUITION */
72 #define MENUENABLED 0x0001 /* whether or not this menu is enabled */
73
74 /* FLAGS SET BY INTUITION */
75 #define MIDDRAWN 0x0100 /* this menu's items are currently drawn */
76
77
78
79
80
81
82 /* ===== */
83 /* == MenuItem == */
84 /* ===== */
85 struct MenuItem
86 {
87     struct MenuItem *NextItem; /* pointer to next in chained list */
88     SHORT LeftEdge, TopEdge; /* position of the select box */
89     SHORT Width, Height; /* dimensions of the select box */
90     USHORT Flags; /* see the defines below */
91
92     LONG MutualExclude; /* set bits mean this item excludes that */
93
94     APTR ItemFill; /* points to Image, IntuiText, or NULL */
95
96     /* when this item is pointed to by the cursor and the items highlight
97      * mode HIGHIMAGE is selected, this alternate image will be displayed
98      */
99     APTR SelectFill; /* points to Image, IntuiText, or NULL */
100
101    BYTE Command; /* only if appliprogs sets the COMMSEQ flag */
102
103    struct MenuItem *SubItem; /* if non-zero, DrawMenu shows "->" */
104
105    /* The NextSelect field represents the menu number of next selected
106     * item (when user has drag-selected several items)
107     */
108    USHORT NextSelect;
109 };
110
111
112 /* FLAGS SET BY THE APPLIPROG */
113 #define CHECKIT 0x0001 /* whether to check this item if selected */
114 #define ITEMTEXT 0x0002 /* set if textual, clear if graphical item */
115 #define COMMSEQ 0x0004 /* set if there's an command sequence */
116 #define MENUTOGGLE 0x0008 /* set to toggle the check of a menu item */
117 #define ITEMENABLED 0x0010 /* set if this item is enabled */
118
119 /* these are the SPECIAL HIGHLIGHT FLAG state meanings */
120 #define HIGHFLAGS 0x00C0 /* see definitions below for these bits */
121 #define HIGHIMAGE 0x0000 /* use the user's "select image" */
122 #define HIGHCOMP 0x0040 /* highlight by complementing the selectbox */
123 #define HIGHBOX 0x0080 /* highlight by "boxing" the selectbox */
124 #define HIGNONE 0x00C0 /* don't highlight */
125
126 /* FLAGS SET BY BOTH APPLIPROG AND INTUITION */
127 #define CHECKED 0x0100 /* if CHECKIT, then set this when selected */
128
129 /* FLAGS SET BY INTUITION */
130 #define ISDRAWN 0x1000 /* this item's subs are currently drawn */
131 #define HIGHITEM 0x2000 /* this item is currently highlighted */
132 #define MENUTOGGLED 0x4000 /* this item was already toggled */
133
134
135
136
137
138 */
```

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```
139 /* === Requester ===== */
140 /*
141 struct Requester
142 {
143     /* the ClipRect and BitMap and used for rendering the requester */
144     struct Requester *OlderRequest;
145     SHORT LeftEdge, TopEdge;           /* dimensions of the entire box */
146     SHORT Width, Height;            /* dimensions of the entire box */
147     SHORT RelLeft, RelTop;          /* for Pointer relativity offsets */
148
149     struct Gadget *ReqGadget;        /* pointer to a list of Gadgets */
150     struct Border *ReqBorder;       /* the box's border */
151     struct IntuiText *ReqText;      /* the box's text */
152     USHORT Flags;                  /* see definitions below */
153
154     /* pen number for back-plane fill before draws */
155     UBYTE BackFill;
156     /* Layer in place of clip rect */
157     struct Layer *ReqLayer;
158
159     UBYTE ReqPad1[32];
160
161     /* If the BitMap plane pointers are non-zero, this tells the system
162      * that the image comes pre-drawn (if the appliprog wants to define
163      * it's own box, in any shape or size it wants!); this is OK by
164      * Intuition as long as there's a good correspondence between
165      * the image and the specified Gadgets
166      */
167     struct BitMap *ImageBMap;        /* points to the BitMap of PREDRAWN imagery */
168     struct Window *RWindow;         /* added. points back to Window */
169     UBYTE ReqPad2[36];
170 };
171
172 /* FLAGS SET BY THE APPLIPROG */
173 #define POINTREL 0x0001 /* if POINTREL set, TopLeft is relative to pointer*/
174 #define PREDRAWN 0x0002 /* if ReqBMap points to predrawn Requester imagery */
175 #define NOISYREQ 0x0004 /* if you don't want requester to filter input */
176 /* FLAGS SET BY BOTH THE APPLIPROG AND INTUITION */
177
178 /* FLAGS SET BY INTUITION */
179 #define REQOFFWINDOW 0x1000 /* part of one of the Gadgets was offwindow */
180 #define REQACTIVE 0x2000 /* this requester is active */
181 #define SYSREQUEST 0x4000 /* this requester caused by system */
182 #define DEFERREFRESH 0x8000 /* this Requester stops a Refresh broadcast */
183
184
185
186
187
188
189 /* === Gadget ===== */
190 /* === Gadget ===== */
191 /* === Gadget ===== */
192 /* === Gadget ===== */
193 struct Gadget
194 {
195     struct Gadget *NextGadget; /* next gadget in the list */
196
197     SHORT LeftEdge, TopEdge;   /* "hit box" of gadget */
198     SHORT Width, Height;     /* "hit box" of gadget */
199
200     USHORT Flags;            /* see below for list of defines */
201
202     USHORT Activation;       /* see below for list of defines */
203
204     USHORT GadgetType;       /* see below for defines */
205
206     /* appliprog can specify that the Gadget be rendered as either as Border
207      * or an Image. This variable points to which (or equals NULL if there's
```

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```
208     * nothing to be rendered about this Gadget)
209     */
210     APTR GadgetRender;
211
212     /* appliprog can specify "highlighted" imagery rather than algorithmic
213     * this can point to either Border or Image data
214     */
215     APTR SelectRender;
216
217     struct IntuiText *GadgetText; /* text for this gadget */
218
219     /* by using the MutualExclude word, the appliprog can describe
220      * which gadgets mutually-exclude which other ones. The bits
221      * in MutualExclude correspond to the gadgets in object containing
222      * the gadget list. If this gadget is selected and a bit is set
223      * in this gadget's MutualExclude and the gadget corresponding to
224      * that bit is currently selected (e.g. bit 2 set and gadget 2
225      * is currently selected) that gadget must be unselected.
226      * Intuition does the visual unselecting (with checkmarks) and
227      * leaves it up to the program to unselect internally
228      */
229     LONG MutualExclude; /* set bits mean this gadget excludes that gadget */
230
231     /* pointer to a structure of special data required by Proportional,
232      * String and Integer Gadgets
233      */
234     APTR SpecialInfo;
235
236     USHORT GadgetID; /* user-definable ID field */
237     APTR UserData; /* ptr to general purpose User data (ignored by In) */
238 },
```

240

241 /* === FLAGS SET BY THE APPLIPROG */

242 /* combinations in these bits describe the highlight technique to be used */
243 #define GADGHIGHBITS 0x0003
244 #define GADGHCOMP 0x0000 /* Complement the select box */
245 #define GADGHBOX 0x0001 /* Draw a box around the image */
246 #define GADGHIMAGE 0x0002 /* Blast in this alternate image */
247 #define GADGNONE 0x0003 /* don't highlight */

248 /* set this flag if the GadgetRender and SelectRender point to Image imagery,
249 * clear if it's a Border
250 */
251 #define GADGIMAGE 0x0004

252 /* combinations in these next two bits specify to which corner the gadget's
253 * Left & Top coordinates are relative. If relative to Top/Left,
254 * these are "normal" coordinates (everything is relative to something in
255 * this universe)
256 */
257 #define GRELBOTTOM 0x0008 /* set if rel to bottom, clear if rel top */
258 #define GRELRIGHT 0x0010 /* set if rel to right, clear if to left */
259 /* set the RELWIDTH bit to spec that Width is relative to width of screen */
260 #define GRELWIDTH 0x0020
261 /* set the RELHEIGHT bit to spec that Height is rel to height of screen */
262 #define GRELHEIGHT 0x0040

263 /* the SELECTED flag is initialized by you and set by Intuition. It
264 * specifies whether or not this Gadget is currently selected/highlighted
265 */
266 #define SELECTED 0x0080

267 /* the GADGDISABLED flag is initialized by you and later set by Intuition
268 * according to your calls to On/OffGadget(). It specifies whether or not
269 * this Gadget is currently disabled from being selected
270 */
271 #define GADGDISABLED 0x0100

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```
277  
278  
279 /* --- These are the Activation flag bits */  
280 /* RELVERIFY is set if you want to verify that the pointer was still over  
281 * the gadget when the select button was released  
282 */  
283 #define RELVERIFY 0x0001  
284  
285 /* the flag GADGIMMEDIATE, when set, informs the caller that the gadget  
286 * was activated when it was activated. this flag works in conjunction with  
287 * the RELVERIFY flag  
288 */  
289 #define GADGIMMEDIATE 0x0002  
290  
291 /* the flag ENDGADGET, when set, tells the system that this gadget, when  
292 * selected, causes the Requester or AbsMessage to be ended. Requesters or  
293 * AbsMessages that are ended are erased and unlinked from the system */  
294 #define ENDGADGET 0x0004  
295  
296 /* the FOLLOWMOUSE flag, when set, specifies that you want to receive  
297 * reports on mouse movements (ie, you want the REPORTMOUSE function for  
298 * your Window). When the Gadget is deselected (immediately if you have  
299 * no RELVERIFY) the previous state of the REPORTMOUSE flag is restored.  
300 * You probably want to set the GADGIMMEDIATE flag when using FOLLOWMOUSE,  
301 * since that's the only reasonable way you have of learning why Intuition  
302 * is suddenly sending you a stream of mouse movement events. If you don't  
303 * set RELVERIFY, you'll get at least one Mouse Position event.  
304 */  
305 #define FOLLOWMOUSE 0x0008  
306  
307 /* if any of the BORDER flags are set in a Gadget that's included in the  
308 * Gadget list when a Window is opened, the corresponding Border will  
309 * be adjusted to make room for the Gadget  
310 */  
311 #define RIGHTBORDER 0x0010  
312 #define LEFTBORDER 0x0020  
313 #define TOPBORDER 0x0040  
314 #define BOTTOMBORDER 0x0080  
315  
316 #define TOGGLESELECT 0x0100 /* this bit for toggle-select mode */  
317  
318 #define STRINGCENTER 0x0200 /* should be a StringInfo flag, but it's OK */  
319 #define STRINGRIGHT 0x0400 /* should be a StringInfo flag, but it's OK */  
320  
321 #define LONGINT 0x0800 /* this String Gadget is actually LONG Int */  
322  
323 #define ALTKEYMAP 0x1000 /* this String has an alternate keymap */  
324  
325 #define BOOLEXTEND 0x2000 /* this Boolean Gadget has a BoolInfo */  
326  
327  
328 /* --- GADGET TYPES */  
329 /* These are the Gadget Type definitions for the variable GadgetType  
330 * gadget number type MUST start from one. NO TYPES OF ZERO ALLOWED.  
331 * first comes the mask for Gadget flags reserved for Gadget typing  
332 */  
333 #define GADGETTYPE 0xFC00 /* all Gadget Global Type flags (padded) */  
334 #define SYSGADGET 0x8000 /* 1 = SysGadget, 0 = AppliGadget */  
335 #define SCRGADGET 0x4000 /* 1 = ScreenGadget, 0 = WindowGadget */  
336 #define GZZGADGET 0x2000 /* 1 = Gadget for GIMMEZEROZERO borders */  
337 #define REQGADGET 0x1000 /* 1 = this is a Requester Gadget */  
338 /* system gadgets */  
339 #define SIZING 0x0010  
340 #define WDRAGGING 0x0020  
341 #define SDRAGGING 0x0030  
342 #define WUPFRONT 0x0040  
343 #define SUPFRONT 0x0050  
344 #define WDOWNBACK 0x0060  
345 #define SDOWNBACK 0x0070
```

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```
346 #define CLOSE 0x0080  
347 /* application gadgets */  
348 #define BOOLGADGET 0x0001  
349 #define GADGET0002 0x0002  
350 #define PROPGADGET 0x0003  
351 #define STRGADGET 0x0004  
352  
353  
354 /* ===== */  
355 /* == BoolInfo == */  
356 /* ===== */  
357 /* This is the special data needed by an Extended Boolean Gadget  
358 * Typically this structure will be pointed to by the Gadget field SpecialInfo  
359 */  
360 struct BoolInfo  
361 {  
362     USHORT Flags; /* defined below */  
363     WORD Mask; /* bit mask for highlighting and selecting  
364             * mask must follow the same rules as an Image  
365             * plane. It's width and height are determined  
366             * by the width and height of the gadget's  
367             * select box. (i.e. Gadget.Width and .Height). */  
368     ULONG Reserved; /* set to 0 */  
369 };  
370 /* set BoolInfo.Flags to this flag bit.  
371 * in the future, additional bits might mean more stuff hanging  
372 * off of BoolInfo.Reserved.  
373 */  
374  
375 #define BOOLMASK 0x0001 /* extension is for masked gadget */  
376  
377 /* ===== */  
378 /* == PropInfo == */  
379 /* ===== */  
380 /*  
381 * this is the special data required by the proportional Gadget  
382 * typically, this data will be pointed to by the Gadget variable SpecialInfo  
383 */  
384 struct PropInfo  
385 {  
386     USHORT Flags; /* general purpose flag bits (see defines below) */  
387  
388     /* You initialize the Pot variables before the Gadget is added to  
389      * the system. Then you can look here for the current settings  
390      * any time, even while User is playing with this Gadget. To  
391      * adjust these after the Gadget is added to the System, use  
392      * ModifyProp(); The Pots are the actual proportional settings,  
393      * where a value of zero means zero and a value of MAXPOT means  
394      * that the Gadget is set to its maximum setting.  
395 */  
396     USHORT HorizPot; /* 16-bit FixedPoint horizontal quantity percentage */  
397     USHORT VertPot; /* 16-bit FixedPoint vertical quantity percentage */  
398  
399 /* the 16-bit FixedPoint Body variables describe what percentage of  
400 * the entire body of stuff referred to by this Gadget is actually  
401 * shown at one time. This is used with the AUTOKNOB routines,  
402 * to adjust the size of the AUTOKNOB according to how much of  
403 * the data can be seen. This is also used to decide how far  
404 * to advance the Pots when User hits the Container of the Gadget.  
405 * For instance, if you were controlling the display of a 5-line  
406 * Window of text with this Gadget, and there was a total of 15  
407 * lines that could be displayed, you would set the VertBody value to  
408 * (MAXBODY / (TotalLines / DisplayLines)) = MAXBODY / 3.  
409 * Therefore, the AUTOKNOB would fill 1/3 of the container, and  
410 * if User hits the Cotainer outside of the knob, the pot would  
411 * advance 1/3 (plus or minus) If there's no body to show, or  
412 * the total amount of displayable info is less than the display area,  
413 * set the Body variables to the MAX. To adjust these after the  
414 * Gadget is added to the System, use ModifyProp();
```

```

415 */
416 USHORT HorizBody; /* horizontal Body */
417 USHORT VertBody; /* vertical Body */
418
419 /* these are the variables that Intuition sets and maintains */
420 USHORT CWidth; /* Container width (with any relativity absoluted) */
421 USHORT CHeight; /* Container height (with any relativity absoluted) */
422 USHORT HPotRes; /* pot increments */
423 USHORT LeftBorder; /* Container borders */
424 USHORT TopBorder; /* Container borders */
425 };
426
427
428 /* --- FLAG BITS --- */
429 #define AUTOKNOB 0x0001 /* this flag sez: gimme that old auto-knob */
430 #define FREEHORIZ 0x0002 /* if set, the knob can move horizontally */
431 #define FREEVERT 0x0004 /* if set, the knob can move vertically */
432 #define PROPBORDERLESS 0x0008 /* if set, no border will be rendered */
433 #define KNOB_HIT 0x0100 /* set when this Knob is hit */
434
435 #define KNOB_HMIN 6 /* minimum horizontal size of the Knob */
436 #define KNOB_VMIN 4 /* minimum vertical size of the Knob */
437 #define MAXBODY 0xFFFF /* maximum body value */
438 #define MAXPOT 0xFFFF /* maximum pot value */
439
440
441
442
443
444
445 /* ===== */
446 /* ===== StringInfo ===== */
447 /* ===== */
448 /* this is the special data required by the string Gadget */
449 /* typically, this data will be pointed to by the Gadget variable SpecialInfo */
53 */
450 */
451 struct StringInfo
452 {
453 /* you initialize these variables, and then Intuition maintains them */
454 UBYTE *Buffer; /* the buffer containing the start and final string */
455 UBYTE *UndoBuffer; /* optional buffer for undoing current entry */
456 SHORT BufferPos; /* character position in Buffer */
457 SHORT MaxChars; /* max number of chars in Buffer (including NULL) */
458 SHORT DispPos; /* Buffer position of first displayed character */
459
460 /* Intuition initializes and maintains these variables for you */
461 SHORT UndoPos; /* character position in the undo buffer */
462 SHORT NumChars; /* number of characters currently in Buffer */
463 SHORT DispCount; /* number of whole characters visible in Container */
464 SHORT CLefit, CTop; /* topleft offset of the container */
465 struct Layer *LayerPtr; /* the RastPort containing this Gadget */
466
467 /* you can initialize this variable before the gadget is submitted to
   * Intuition, and then examine it later to discover what integer
   * the user has entered (if the user never plays with the gadget,
   * the value will be unchanged from your initial setting)
471 */
472 LONG LongInt;
473
474 /* If you want this Gadget to use your own Console keymapping, you
   * set the ALTKEYMAP bit in the Activation flags of the Gadget, and then
   * set this variable to point to your keymap. If you don't set the
   * ALTKEYMAP, you'll get the standard ASCII keymapping.
478 */
479 struct KeyMap *AltKeyMap;
480 };
481
482
483

```

```

484
485
486
487 /* ===== */
488 /* == IntuiText ===== */
489 /*
490 /* IntuiText is a series of strings that start with a screen location
491 /* (always relative to the upper-left corner of something) and then the
492 /* text of the string. The text is null-terminated.
493 */
494 struct IntuiText
495 {
496 UBYTE FrontPen, BackPen; /* the pen numbers for the rendering */
497 UBYTE DrawMode; /* the mode for rendering the text */
498 SHORT LeftEdge; /* relative start location for the text */
499 SHORT TopEdge; /* relative start location for the text */
500 struct TextAttr *ITextFont; /* if NULL, you accept the default */
501 UBYTE *IText; /* pointer to null-terminated text */
502 struct IntuiText *NextText; /* continuation to TxWrite another text */
503 };
504
505
506
507
508
509
510 /* ===== */
511 /* == Border ===== */
512 /*
513 /* Data type Border, used for drawing a series of lines which is intended for
514 /* use as a border drawing, but which may, in fact, be used to render any
515 /* arbitrary vector shape.
516 /* The routine DrawBorder sets up the RastPort with the appropriate
517 /* variables, then does a Move to the first coordinate, then does Draws
518 /* to the subsequent coordinates.
519 /* After all the Draws are done, if NextBorder is non-zero we call DrawBorder
520 /* recursively
521 */
522 struct Border
523 {
524 SHORT LeftEdge, TopEdge; /* initial offsets from the origin */
525 UBYTE FrontPen, BackPen; /* pens numbers for rendering */
526 UBYTE DrawMode; /* mode for rendering */
527 BYTE Count; /* number of XY pairs */
528 SHORT *XY; /* vector coordinate pairs rel to LeftTop */
529 struct Border *NextBorder; /* pointer to any other Border too */
530 };
531
532
533
534
535
536
537 /* ===== */
538 /* == Image ===== */
539 /*
540 /* This is a brief image structure for very simple transfers of
541 /* image data to a RastPort
542 */
543 struct Image
544 {
545 SHORT LeftEdge; /* starting offset relative to some origin */
546 SHORT TopEdge; /* starting offsets relative to some origin */
547 SHORT Width; /* pixel size (though data is word-aligned) */
548 SHORT Height, Depth; /* pixel sizes */
549 USHORT *ImageData; /* pointer to the actual word-aligned bits */
550
551 /* the PlanePick and PlaneOnOff variables work much the same way as the
552 /* equivalent GELS Bob variables. It's a space-saving
553

```

```

553 * mechanism for image data. Rather than defining the image data
554 * for every plane of the RastPort, you need define data only
555 * for the planes that are not entirely zero or one. As you
556 * define your Imagery, you will often find that most of the planes
557 * ARE just as color selectors. For instance, if you're designing
558 * a two-color Gadget to use colors two and three, and the Gadget
559 * will reside in a five-plane display, bit plane zero of your
560 * imagery would be all ones, bit plane one would have data that
561 * describes the imagery, and bit planes two through four would be
562 * all zeroes. Using these flags allows you to avoid wasting all
563 * that memory in this way: first, you specify which planes you
564 * want your data to appear in using the PlanePick variable. For
565 * each bit set in the variable, the next "plane" of your image
566 * data is blitted to the display. For each bit clear in this
567 * variable, the corresponding bit in PlaneOnOff is examined.
568 * If that bit is clear, a "plane" of zeroes will be used.
569 * If the bit is set, ones will go out instead. So, for our example:
570 * Gadget.PlanePick = 0x02;
571 * Gadget.PlaneOnOff = 0x01;
572 * Note that this also allows for generic Gadgets, like the
573 * System Gadgets, which will work in any number of bit planes.
574 * Note also that if you want an Image that is only a filled
575 * rectangle, you can get this by setting PlanePick to zero
576 * (pick no planes of data) and set PlaneOnOff to describe the pen
577 * color of the rectangle.
578 */
579 UBYTE PlanePick, PlaneOnOff;
580
581 /* if the NextImage variable is not NULL, Intuition presumes that
582 * it points to another Image structure with another Image to be
583 * rendered
584 */
585 struct Image *NextImage;
586 };
587
588
589
590
591
592
593 */
594 /* === IntuiMessage === */
595 */
596 struct IntuiMessage
597 {
598     struct Message ExecMessage;
599
600     /* the Class bits correspond directly with the IDCMP Flags, except for the
601     * special bit LONELYMESSAGE (defined below)
602     */
603     ULONG Class;
604
605     /* the Code field is for special values like MENU number */
606     USHORT Code;
607
608     /* the Qualifier field is a copy of the current InputEvent's Qualifier */
609     USHORT Qualifier;
610
611     /* IAddress contains particular addresses for Intuition functions, like
612     * the pointer to the Gadget or the Screen
613     */
614     APTR IAddress;
615
616     /* when getting mouse movement reports, any event you get will have the
617     * the mouse coordinates in these variables. the coordinates are relative
618     * to the upper-left corner of your Window (GIMMEZEROZERO notwithstanding)
619     */
620     SHORT MouseX, MouseY;
621

```

```

622     /* the time values are copies of the current system clock time. Micros
623     * are in units of microseconds, Seconds in seconds.
624     */
625     ULONG Seconds, Micros;
626
627     /* the IDCMPWindow variable will always have the address of the Window of
628     * this IDCMP
629     */
630     struct Window *IDCMPWindow;
631
632     /* system-use variable */
633     struct IntuiMessage *SpecialLink;
634 };
635
636
637 */
638 #define SIZEVERIFY 0x00000001 /* See the Programmer's Guide */
639 #define NEWSIZE 0x00000002 /* See the Programmer's Guide */
640 #define REFRESHWINDOW 0x00000004 /* See the Programmer's Guide */
641 #define MOUSEBUTTONS 0x00000008 /* See the Programmer's Guide */
642 #define MOUSEMOVE 0x00000010 /* See the Programmer's Guide */
643 #define GADGETDOWN 0x00000020 /* See the Programmer's Guide */
644 #define GADGETUP 0x00000040 /* See the Programmer's Guide */
645 #define REQSET 0x00000080 /* See the Programmer's Guide */
646 #define MENUPICK 0x00000100 /* See the Programmer's Guide */
647 #define CLOSEWINDOW 0x00000200 /* See the Programmer's Guide */
648 #define RAWKEY 0x00000400 /* See the Programmer's Guide */
649 #define REVERIFY 0x00000800 /* See the Programmer's Guide */
650 #define REQCLEAR 0x00001000 /* See the Programmer's Guide */
651 #define MENUVERIFY 0x00002000 /* See the Programmer's Guide */
652 #define NEWPREFS 0x00004000 /* See the Programmer's Guide */
653 #define DISKINSERTED 0x00008000 /* See the Programmer's Guide */
654 #define DISKMOVED 0x00010000 /* See the Programmer's Guide */
655 #define WBENCHMESSAGE 0x00020000 /* See the Programmer's Guide */
656 #define ACTIVEWINDOW 0x00040000 /* See the Programmer's Guide */
657 #define INACTIVEWINDOW 0x00080000 /* See the Programmer's Guide */
658 #define DELTAMOVE 0x00100000 /* See the Programmer's Guide */
659 #define VANILLAKEY 0x00200000 /* See the Programmer's Guide */
660 #define INTUITICKS 0x00400000 /* See the Programmer's Guide */
661 /* NOTEZ-BIEN: 0x80000000 is reserved for internal use */
662
663 /* the IDCMP Flags do not use this special bit, which is cleared when
664 * Intuition sends its special message to the Task, and set when Intuition
665 * gets its Message back from the Task. Therefore, I can check here to
666 * find out fast whether or not this Message is available for me to send
667 */
668 #define LONELYMESSAGE 0x80000000
669
670
671 */
672 /* This group of codes is for the MENUVERIFY function */
673 #define MENUHOT 0x0001 /* IntuiWants verification or MENUCANCEL */
674 #define MENUCANCEL 0x0002 /* HOT Reply of this cancels Menu operation */
675 #define MENUWAITING 0x0003 /* Intuition simply wants a ReplyMsg() ASAP */
676
677 /* These are internal tokens to represent state of verification attempts
678 * shown here as a clue.
679 */
680 #define OKOK MENUHOT /* guy didn't care */
681 #define OKABORT 0x0004 /* window rendered question moot */
682 #define OKCANCEL MENUCANCEL /* window sent cancel reply */
683
684 /* This group of codes is for the WBENCHMESSAGE messages */
685 #define WBENCHOPEN 0x0001
686 #define WBENCHCLOSE 0x0002
687
688
689
690 */

```

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```
691 /* == Window ===== */
692 /* ===== */
693 struct Window {
694 {
695     struct Window *NextWindow; /* for the linked list in a screen */
696
697     SHORT LeftEdge, TopEdge; /* screen dimensions of window */
698     SHORT Width, Height; /* screen dimensions of window */
699
700     SHORT MouseY, MouseX; /* relative to upper-left of window */
701
702     SHORT MinWidth, MinHeight; /* minimum sizes */
703     USHORT MaxWidth, MaxHeight; /* maximum sizes */
704
705     ULONG Flags; /* see below for defines */
706
707     struct Menu *MenuStrip; /* the strip of Menu headers */
708
709     UBYTE *Title; /* the title text for this window */
710
711     struct Requester *FirstRequest; /* all active Requesters */
712
713     struct Requester *DMRequest; /* double-click Requester */
714
715     SHORT ReqCount; /* count of reqs blocking Window */
716
717     struct Screen *WScreen; /* this Window's Screen */
718     struct RastPort *RPort; /* this Window's very own RastPort */
719
720     /* the border variables describe the window border. If you specify
721      * GIMMEZEROZERO when you open the window, then the upper-left of the
722      * ClipRect for this window will be upper-left of the BitMap (with correct
723      * offsets when in SuperBitMap mode; you MUST select GIMMEZEROZERO when
724      * using SuperBitMap). If you don't specify ZeroZero, then you save
725      * memory (no allocation of RastPort, Layer, ClipRect and associated
726      * Bitmaps), but you also must offset all your writes by BorderTop,
727      * BorderLeft and do your own mini-clipping to prevent writing over the
728      * system gadgets
729     */
730     BYTE BorderLeft, BorderTop, BorderRight, BorderBottom;
731     struct RastPort *BorderRPort;
732
733
734     /* You supply a linked-list of Gadgets for your Window.
735      * This list DOES NOT include system gadgets. You get the standard
736      * window system gadgets by setting flag-bits in the variable Flags (see
737      * the bit definitions below)
738     */
739     struct Gadget *FirstGadget;
740
741     /* these are for opening/closing the windows */
742     struct Window *Parent, *Descendant;
743
744     /* sprite data information for your own Pointer
745      * set these AFTER you Open the Window by calling SetPointer()
746      */
747     USHORT *Pointer; /* sprite data */
748     BYTE PtrHeight; /* sprite height (not including sprite padding) */
749     BYTE PtrWidth; /* sprite width (must be less than or equal to 16) */
750     BYTE XOffset, YOffset; /* sprite offsets */
751
752     /* the IDCMP Flags and User's and Intuition's Message Ports */
753     ULONG IDCMPFlags; /* User-selected flags */
754     struct MsgPort *UserPort, *WindowPort;
755     struct IntuiMessage *MessageKey;
756
757     UBYTE DetailPen, BlockPen; /* for bar/border/gadget rendering */
758
759     /* the CheckMark is a pointer to the imagery that will be used when
```

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```
760     * rendering MenuItems of this Window that want to be checkmarked
761     * if this is equal to NULL, you'll get the default imagery
762     */
763     struct Image *CheckMark;
764
765     UBYTE *ScreenTitle; /* if non-null, Screen title when Window is active */
766
767     /* These variables have the mouse coordinates relative to the
768      * inner-Window of GIMMEZEROZERO Windows. This is compared with the
769      * MouseX and MouseY variables, which contain the mouse coordinates
770      * relative to the upper-left corner of the Window, GIMMEZEROZERO
771      * notwithstanding
772     */
773     SHORT GZZMouseX;
774     SHORT GZZMouseY;
775     /* these variables contain the width and height of the inner-Window of
776      * GIMMEZEROZERO Windows
777     */
778     SHORT GZZWidth;
779     SHORT GZZHeight;
780
781     UBYTE *ExtData;
782
783     BYTE *UserData; /* general-purpose pointer to User data extension */
784
785     /* jimm: NEW: 11/18/85: this pointer keeps a duplicate of what
786      * Window.RPort->Layer is _supposed_ to be pointing at
787     */
788     struct Layer *WLayer;
789
790     /* jimm: NEW 1.2: need to keep track of the font that
791      * OpenWindow opened, in case userSetFont's into RastPort
792     */
793     struct TextFont *IFont;
794 };
795
796
797     /* --- FLAGS REQUESTED (NOT DIRECTLY SET THOUGH) BY THE APPLIPROG ----- */
798 #define WINDOWSIZING 0x0001 /* include sizing system-gadget? */
799 #define WINDOWDRAG 0x0002 /* include dragging system-gadget? */
800 #define WINDOWDEPTH 0x0004 /* include depth arrangement gadget? */
801 #define WINDOWCLOSE 0x0008 /* include close-box system-gadget? */
802
803 #define SIZEBRIGHT 0x0010 /* size gadget uses right border */
804 #define SIZEBBOTTOM 0x0020 /* size gadget uses bottom border */
805
806     /* --- refresh modes ----- */
807     /* combinations of the REFRESHBITS select the refresh type */
808 #define REFRESHBITS 0x00C0
809 #define SMART_REFRESH 0x0000
810 #define SIMPLE_REFRESH 0x0040
811 #define SUPER_BITMAP 0x0080
812 #define OTHER_REFRESH 0x00C0
813
814 #define BACKDROP 0x0100 /* this is an ever-popular BACKDROP window */
815
816 #define REPORTMOUSE 0x0200 /* set this to hear about every mouse move */
817
818 #define GIMMEZEROZERO 0x0400 /* make extra border stuff */
819
820 #define BORDERLESS 0x0800 /* set this to get a Window sans border */
821
822 #define ACTIVATE 0x1000 /* when Window opens, it's the Active one */
823
824     /* FLAGS SET BY INTUITION */
825 #define WINDOWACTIVE 0x2000 /* this window is the active one */
826 #define INREQUEST 0x4000 /* this window is in request mode */
827 #define MENUSTATE 0x8000 /* this Window is active with its Menus on */
828
```

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```
829 /* --- Other User Flags ----- */
830 #define RMBTRAP    0x00010000    /* Catch RMB events for your own */
831 #define NOCAREREFRSH 0x00020000    /* not to be bothered with REFRESH */
832
833
834 /* --- Other Intuition Flags ----- */
835 #define WINDOWREFRESH 0x01000000    /* Window is currently refreshing */
836 #define WBENCHWINDOW 0x02000000    /* WorkBench tool ONLY Window */
837 #define WINDOWTICKED 0x04000000    /* only one timer tick at a time */
838
839 #define SUPER_UNUSED 0xFCFC0000    /* bits of Flag unused yet */
840
841 /* --- see struct IntuiMessage for the IDCMP Flag definitions ----- */
842
843
844
845
846
847 /* ===== */
848 /* == NewWindow == */
849 /* ===== */
850 struct NewWindow
851 {
852     SHORT LeftEdge, TopEdge;           /* screen dimensions of window */
853     SHORT Width, Height;            /* screen dimensions of window */
854
855     UBYTE DetailPen, BlockPen;       /* for bar/border/gadget rendering */
856
857     ULONG IDCMPFlags;              /* User-selected IDCMP flags */
858
859     ULONG Flags;                  /* see Window struct for defines */
860
861     /* You supply a linked-list of Gadgets for your Window.
862      * This list DOES NOT include system Gadgets. You get the standard
863      * system Window Gadgets by setting flag-bits in the variable Flags (see
864      * the bit definitions under the Window structure definition)
865      */
866     struct Gadget *FirstGadget;
867
868     /* the CheckMark is a pointer to the imagery that will be used when
869      * rendering Menutems of this Window that want to be checkmarked
870      * if this is equal to NULL, you'll get the default imagery
871      */
872     struct Image *CheckMark;
873
874     UBYTE *Title;                  /* the title text for this window */
875
876     /* the Screen pointer is used only if you've defined a CUSTOMSCREEN and
877      * want this Window to open in it. If so, you pass the address of the
878      * Custom Screen structure in this variable. Otherwise, this variable
879      * is ignored and doesn't have to be initialized.
880      */
881     struct Screen *Screen;
882
883     /* SUPER_BITMAP Window? If so, put the address of your BitMap structure
884      * in this variable. If not, this variable is ignored and doesn't have
885      * to be initialized
886      */
887     struct BitMap *BitMap;
888
889     /* the values describe the minimum and maximum sizes of your Windows.
890      * these matter only if you've chosen the WINDOWSIZING Gadget option,
891      * which means that you want to let the User to change the size of
892      * this Window. You describe the minimum and maximum sizes that the
893      * Window can grow by setting these variables. You can initialize
894      * any one these to zero, which will mean that you want to duplicate
895      * the setting for that dimension (if MinWidth == 0, MinWidth will be
896      * set to the opening Width of the Window).
897      * You can change these settings later using SetWindowLimits().
```

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```
898     * If you haven't asked for a SIZING Gadget, you don't have to
899     * initialize any of these variables.
900     */
901     SHORT MinWidth, MinHeight;        /* minimums */
902     USHORT MaxWidth, MaxHeight;      /* maximums */
903
904     /* the type variable describes the Screen in which you want this Window to
905     * open. The type value can either be CUSTOMSCREEN or one of the
906     * system standard Screen Types such as WBENCHSCREEN. See the
907     * type definitions under the Screen structure
908     */
909     USHORT Type;
910 }
911
912
913 #ifndef INTUITION_SCREENS_H
914 #include "intuition/screens.h"
915 #endif
916
917 #ifndef INTUITION_PREFERENCES_H
918 #include "intuition/preferences.h"
919 #endif
920
921 /* ===== */
922 /* == Remember == */
923 /*
924  * this structure is used for remembering what memory has been allocated to
925  * date by a given routine, so that a premature abort or systematic exit
926  * can deallocate memory cleanly, easily, and completely
927  */
928 struct Remember
929 {
930     struct Remember *NextRemember;
931     ULONG RememberSize;
932     UBYTE *Memory;
933 };
934
935
936
937
938
939 /* ===== */
940 /* == Miscellaneous == */
941 /*
942
943 /* = MACROS ===== */
944 #define MENUNUM(n) (n & 0x1F)
945 #define ITEMNUM(n) ((n >> 5) & 0x003F)
946 #define SUBNUM(n) ((n >> 11) & 0x001F)
947
948 #define SHIFTMENU(n) (n & 0x1F)
949 #define SHIFTITEM(n) ((n & 0x3F) << 5)
950 #define SHIFTSUB(n) ((n & 0x1F) << 11)
951
952
953 #define SRBNUM(n) (0x08 - (n >> 4)) /* SerRWBits -> read bits per char */
954 #define SWBNUM(n) (0x08 - (n & 0XF))/* SerRWBits -> write bits per chr */
955 #define SSBNUM(n) (0x01 + (n >> 4)) /* SerStopBuf -> stop bits per chr */
956 #define SPARNUM(n) (n >> 4)          /* SerParShk -> parity setting */
957 #define SHAKNUM(n) (n & 0XF)          /* SerParShk -> handshake mode */
958
959
960 /* = MENU STUFF ===== */
961 #define NOMENU 0x001F
962 #define NOITEM 0x003F
963 #define NOSUB 0x001F
964 #define MENUNULL 0xFFFF
965
966
```

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```
967 /* = =RJ='s peculiarities ===== */
968 #define FOREVER for(;;)
969 #define SIGN(x) ( ((x) > 0) - ((x) < 0) )
970 #define NOT !
971
972 /* these defines are for the COMMSEQ and CHECKIT menu stuff. If CHECKIT,
973 * I'll use a generic Width (for all resolutions) for the CheckMark.
974 * If COMMSEQ, likewise I'll use this generic stuff
975 */
976 #define CHECKWIDTH 19
977 #define COMMWIDTH 27
978 #define LOWCHECKWIDTH 13
979 #define LOWCOMMWIDTH 16
980
981
982 /* these are the AlertNumber defines. if you are calling DisplayAlert()
983 * the AlertNumber you supply must have the ALERT_TYPE bits set to one
984 * of these patterns
985 */
986 #define ALERT_TYPE 0x80000000
987 #define RECOVERY_ALERT 0x00000000 /* the system can recover from this */
988 #define DEADEND_ALERT 0x80000000 /* no recovery possible, this is it */
989
990
991 /* When you're defining IntuiText for the Positive and Negative Gadgets
992 * created by a call to AutoRequest(), these defines will get you
993 * reasonable-looking text. The only field without a define is the IText
994 * field; you decide what text goes with the Gadget
995 */
996 #define AUTOFRONTPEN 0
997 #define AUTOBACKPEN 1
998 #define AUTODRAWMODE JAM2
999 #define AUTOLEFTEDGE 6
0 #define AUTOTOPEDGE 3
1 #define AUTOITEXTFONT NULL
2 #define AUTONEXTTEXT NULL
3
4
5 /* --- RAWMOUSE Codes and Qualifiers (Console OR IDCMP) ----- */
6 #define SELECTUP (IECODE_LBUTTON | IECODE_UP_PREFIX)
7 #define SELECTDOWN (IECODE_LBUTTON)
8 #define MENUUP (IECODE_RBUTTON | IECODE_UP_PREFIX)
9 #define MENUDOWN (IECODE_RBUTTON)
10 #define ALITLEFT (IEQUALIFIER_LALT)
11 #define ALTRIGHT (IEQUALIFIER_RALT)
12 #define AMIGALEFT (IEQUALIFIER_LCOMMAND)
13 #define AMIGARIGHT (IEQUALIFIER_RCOMMAND)
14 #define AMIGAKEYS (AMIGALEFT | AMIGARIGHT)
15
16 #define CURSORUP 0x4C
17 #define CURSORLEFT 0x4F
18 #define CURSORRIGHT 0x4E
19 #define CURSORDOWN 0x4D
20 #define KEYCODE_Q 0x10
21 #define KEYCODE_X 0x32
22 #define KEYCODE_N 0x36
23 #define KEYCODE_M 0x37
24 #define KEYCODE_V 0x34
25 #define KEYCODE_B 0x35
26
27 #endif /* INTUITION_INTUITION_H */
```

D
157

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```
1 #ifndef INTUITION_INTUITIONBASE_H
2 #define INTUITION_INTUITIONBASE_H
3 /*
4 ** $Filename: intuition/intuitionbase.h $
5 ** $Release: 1.3 $
6 **
7 ** the IntuitionBase structure and supporting structures
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include <exec/types.h>
15 #endif
16
17 #ifndef EXEC_LIBRARIES_H
18 #include <exec/libraries.h>
19 #endif
20
21 #ifndef INTUITION_INTUITION_H
22 #include <intuition/intuition.h>
23 #endif
24
25 #ifndef EXEC_INTERRUPTS_H
26 #include <exec/interrupts.h>
27 #endif
28
29 #ifdef INTUITIONPRIVATE
30 /* these types and constants are used in the forbidden part of IntuitionBase.
31 * see below for an explanation that these are NOT supported for your use.
32 * They will certainly change in subsequent releases, and are provided
33 * for education, debugging, and information.
34 */
35
36 /* these are the display modes for which we have corresponding parameter
37 * settings in the config arrays
38 */
39 #define DMODECOUNT 0x0002 /* how many modes there are */
40 #define HIRESPICK 0x0000
41 #define LOWRESPICK 0x0001
42
43 #define EVENTIMAX 10 /* size of event array */
44
45 /* these are the system Gadget defines */
46 #define RESCOUNT 2
47 #define HIRESGADGET 0
48 #define LOWRESGADGET 1
49
50 #define GADGETCOUNT 8
51 #define UPFRONTGADGET 0
52 #define DOWNBACKGADGET 1
53 #define SIZEGADGET 2
54 #define CLOSEGADGET 3
55 #define DRAGGADGET 4
56 #define SUPFRONTGADGET 5
57 #define SDOWNBACKGADGET 6
58 #define SDRAGGADGET 7
59
60 /* jimm: 1/10/86: Intuition Locking */
61 /* Let me say it again: don't even think about using this information
62 * in a program.
63 */
64 #define ISTATELOCK 0 /* Intuition() not re-entrant */
65 #define LAYERINFOLOCK 1 /* dummy lock used to check protocol */
66 #define GADGETSLOCK 2 /* gadget lists, refresh, flags */
67 #define LAYERROMLOCK 3 /* (dummy) for lock layerrom */
68 #define VIEWLOCK 4 /* access to ViewLord */
69 #define IBASELOCK 5 /* protects IBase pointers and lists */
```

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```
70 #define RPLOCK      6     /* use of IBase->RP          */
71 #define NUMILOCKS    7
72
73 /* ===== */
74 /* == Intuition Geometric Primitives == */
75 /* ===== */
76
77 struct FatIntuiMessage {
78     struct IntuiMessage;
79     ULONG PrevKeys;
80 };
81
82 struct IBox {
83     SHORT Left;
84     SHORT Top;
85     SHORT Width;
86     SHORT Height;
87 };
88
89 struct Point {
90     SHORT X;
91     SHORT Y;
92 };
93
94 struct PenPair {
95     UBYTE DetailPen;
96     UBYTE BlockPen;
97 };
98
99 /* ===== */
100 /* == Gadget Environments == */
101 /* ===== */
102
103 /* environment for a whole list of gadgets. note that information for both
104 * layers of a G00 window are included.
105 */
106 struct GLListEnv {
107     struct Screen    *ge_Screen;
108     struct Window    *ge_Window;
109     struct Requester *ge_Requester;
110    struct RastPort   *ge_RastPort; /* rastport used to render gadget */
111    struct Layer     *ge_Layer;    /* layer for gadget (border, if G00) */
112    struct Layer     *ge_GZZLayer; /* interior layer for G00 windows */
113    struct PenPair   *ge_Pens;    /* pens for rendering gadget */
114    struct IBox      *ge_Domain;
115    /* window, screen, requester, rel. to window/screen */
116    struct IBox      *ge_GZZdims; /* interior window area */
117 };
118
119 /* information for a gadget in its environment. includes relatively
120 * correct size, container for propgadgets, correct layer for this gadget,
121 * and back pointers to the environment and gadget itself
122 */
123 struct GadgetInfo {
124     struct GLListEnv *gi_Environ; /* environment for this gadget */
125     struct Gadget    *gi_Gadget;  /* gadget this info is for */
126     struct IBox     *gi_Box;     /* actual dimensions of gadget */
127     struct IBox     *gi_Container; /* inner container dimensions */
128     struct Layer    *gi_Layer;   /* correct layer for this gadget */
129     struct IBox     *gi_NewKnob; /* place to draw new slider knob */
130 };
131 #endif /* PRIVATE VALUES */
132
133 /* ===== */
134 /* == IntuitionBase == */
135 /* ===== */
136 /* */
137 /* Be sure to protect yourself against someone modifying these data as
138 * you look at them. This is done by calling:
```

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```
139 *
140 * lock = LockIBase(0), which returns a ULONG. When done call
141 * UnlockIBase(lock) where lock is what LockIBase() returned.
142 */
143
144 struct IntuitionBase
145 /* IntuitionBase should never be directly modified by programs */
146 /* even a little bit, guys/gals; do you hear me? */
147 {
148     struct Library LibNode;
149     struct View ViewLord;
150
151     struct Window *ActiveWindow;
152     struct Screen *ActiveScreen;
153
154     /* the FirstScreen variable points to the frontmost Screen. Screens are
155     * then maintained in a front to back order using Screen.NextScreen
156     */
157
158     struct Screen *FirstScreen; /* for linked list of all screens */
159
160     ULONG Flags; /* see definitions below */
161     WORD MouseY, MouseX; /* mouse position relative to View */
162
163     ULONG Seconds; /* timestamp of most current input event */
164     ULONG Micros; /* timestamp of most current input event */
165
166 #ifdef INTUITIONPRIVATE
167
168     /* The following is a snapshot of the "private" part of
169     * Intuition's library data. It is included for educational
170     * use and your debugging only. It is absolutely guaranteed
171     * that this structure will change from release to release.
172
173     * So: don't count on any of the values you find here
174     * don't even think about changing any of these fields
175     * (that goes for the "supported" fields above, too).
176
177     * Some work has been done to find the include files
178     * that these fields depend on.
179
180     * jimm: 9/10/86.
181
182
183     WORD MinXMouse, MaxXMouse; /* bounded X position for the mouse */
184     WORD MinYMouse, MaxYMouse; /* bounded Y position for the mouse */
185
186     ULONG StartSecs, StartMicros; /* measure double clicks */
187
188     /* ----- base vectors ----- */
189     /* DO MOVE THESE OFFSETS WITHOUT ADJUSTING EQUATES IN IWORK.ASM
190     * this is automatically handled by standalone program offsets.c
191     */
192     APTR SysBase;
193     struct GfxBase *GfxBase;
194     APTR LayersBase;
195     APTR ConsoleDevice;
196
197     /* ----- Sprite Pointer ----- */
198     USHORT *APtr; /* the ActiveGroup pointer sprite definition */
199     BYTE APrHeight; /* height of the pointer */
200     BYTE APrWidth; /* width in pixels of the pointer (<= 16!) */
201     BYTE AXOffset, AYOffset; /* sprite offsets */
202
203     /* ----- Menu Rendering and Operation ----- */
204     USHORT MenuDrawn; /* menu/item/sub number of current display */
205     USHORT MenuSelected; /* menu/item/sub number of selected (and highlights) */
206     USHORT OptionList; /* menu selection */
207
```

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```
208
209 /* this is the work RastPort used for building item and subitem displays
210 * you can never count on it being stable, other than that it is
211 * mostly a copy of the active screen's RastPort.
212 */
213 struct RastPort MenuRPort;
214 struct TmpRas MenuTmpRas;
215 struct ClipRect ItemCRect; /* for the item's screen display */
216 struct ClipRect SubCRect; /* for the subitem's screen display */
217 struct BitMap IBitMap; /* for the item's planes */
218 struct BitMap SBitMap; /* for the subitem's planes */
219
220 /* ----- Input Device Interface ----- */
221 struct IOStdReq InputRequest;
222 struct Interrupt InputInterrupt;
223
224 /* for dynamically allocated input events */
225 struct Remember *EventKey;
226 struct InputEvent *IEvents;
227
228 /* for statically "allocated" input events */
229 #define NUM_IEVENTS 4
230 SHORT EventCount;
231 struct InputEvent IEBuffer[NUM_IEVENTS];
232
233 /* ----- Active Gadget Information ----- */
234 struct Gadget *ActiveGadget;
235 struct PropInfo *ActivePInfo;
236 struct Image *ActiveImage;
237 struct GLListEnv GadgetEnv; /* environment of the active gadget */
238 struct GadgetInfo GadgetInfo; /* specific information for active gadget*/
239 struct Point KnobOffset; /* position in knob of mouse when selected*/
240
241 /* ----- Verify Functions Support ----- */
242 /* hold information about getOK wait(), used for breakVerify() */
243 struct Window *getOKWindow;
244 struct IntuiMessage *getOKMessage;
245
246 /* ----- State Machine ----- */
247 USHORT setWExcept, GadgetReturn, StateReturn;
248
249 /* ----- Intuition's Rendering for Gadgets, Titles, ... ----- */
250 /* This will be allocated on init */
251 struct RastPort *RP;
252 struct TmpRas ITmpRas;
253 struct Region *OldClipRegion; /* locks with RPort */
254 struct Point OldScroll; /* user's Scroll_X/Y*/
255
256 /* ----- Frame Rendering for Window Size/Drag ----- */
257 struct IBox IFrame; /* window frame for sizing/dragging */
258 SHORT hthick, vthick; /* IFrame thickness */
259 VOID (*frameChange)(); /* function to change IFrame */
260 VOID (*sizeDrag)(); /* either ISizewindow or IMoveWindow */
261 struct Point FirstPt; /* point from which s/d started */
262 struct Point OldPt; /* previous point for s/d */
263
264 /* ----- System Gadget Templates ----- */
265 struct Gadget *SysGadgets[RESCOUNT][GADGETCOUNT];
266 struct Image *CheckImage[RESCOUNT], *AmigaIcon[RESCOUNT];
267
268 /* ----- Window Drag Rendering ----- */
269 #ifdef OLDPATTERN
270 USHORT apattern[3], bpattern[4];
271 #else
272 USHORT apattern[8], bpattern[4];
273 #endif
274
275 /* --- Preferences Section --- */
276 USHORT *IPointer; /* the INTUITION pointer default sprite definition */
```

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```
277 BYTE IPtrHeight; /* height of the pointer */
278 BYTE IPtrWidth; /* width in pixels of the pointer (<= 16!) */
279 BYTE IXOffset, IYOffset; /* sprite offsets */
280
281 LONG DoubleSeconds, DoubleMicros; /* for testing double-click timeout */
282
283 /* ----- Border Widths ----- */
284 BYTE WBorLeft[DMODECOUNT];
285 BYTE WBorTop[DMODECOUNT];
286 BYTE WBorRight[DMODECOUNT];
287 BYTE WBorBottom[DMODECOUNT];
288
289 BYTE BarVBorder[DMODECOUNT];
290 BYTE BarHBorder[DMODECOUNT];
291 BYTE MenuVBorder[DMODECOUNT];
292 BYTE MenuHBorder[DMODECOUNT];
293
294 USHORT color0;
295 USHORT color1;
296 USHORT color2;
297 USHORT color3;
298 USHORT color17;
299 USHORT color18;
300 USHORT color19;
301
302 struct TextAttr SysFont;
303
304 /* WARNING: you can easily wipe out Intuition by modifying this pointer
305 * or the Preference data pointed to by this!
306 */
307 struct Preferences *Preferences;
308
309 /* ----- Deferred action queue ----- */
310 struct DistantEcho *Echoes;
311
312 WORD ViewInitX, ViewInitY; /* View initial offsets at startup */
313
314 SHORT CursorDX, CursorDY; /* for accelerating pointer movement */
315
316 struct KeyMap *KeyMap; /* for the active String Gadget */
317
318 SHORT MouseYMinimum; /* magic */
319
320 SHORT ErrorX, ErrorY; /* for retaining mouse movement round-off */
321
322 struct timerequest IOExcess;
323
324 SHORT HoldMinYMouse;
325
326 struct MsgPort *WPBPort, *iqd_FNKUHDPort;
327 struct IntuiMessage WBMessage;
328 struct Screen *HitScreen; /* set by hitUpfront() routine */
329
330 /*** jimm:dale: 11/25/85, thought we'd take a chance for glory **/
331 struct SimpleSprite *SimpleSprite;
332 struct SimpleSprite *AttachedSSprite;
333 BOOL GotSpritel;
334
335 /*** jimm: 1/6/86: Intuition contention **/
336 struct List SemaphoreList; /* chain of the below */
337 struct SignalSemaphore ISemaphore[NUMILOCKS];
338
339 WORD MaxDisplayHeight; /* in interlaced mode: 400 or 512 */
340 WORD MaxDisplayRow; /* MaxDisplayHeight - 1 */
341 WORD MaxDisplayWidth; /* copy of GfxBase's NormalDisplayCol */
342
343 ULONG Reserved[7]; /* cause one never know, do one? */
344 #endif /* PRIVATE VALUES */
345 }
```

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346
347 #endif /* INTUITION_INTUITIONBASE_H */

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1 #ifndef INTUITION_PREFERENCES_H
2 #define INTUITION_PREFERENCES_H
3 /*
4 ** \$Filename: intuition/preferences.h \$
5 ** \$Release: 1.3 \$
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif
16
17 #ifndef DEVICES_TIMER_H
18 #include "devices/timer.h"
19 #endif
20
21 /* ===== */
22 /* === Preferences === */
23 /* ===== */
24
25 /* these are the definitions for the printer configurations */
26 #define FILENAME_SIZE 30 /* Filename size */
27
28 #define POINTERSIZE (1 + 16 + 1) * 2 /* Size of Pointer data buffer */
29
30 /* These defines are for the default font size. These actually describe the
31 * height of the defaults fonts. The default font type is the topaz
32 * font, which is a fixed width font that can be used in either
33 * eighty-column or sixty-column mode. The Preferences structure reflects
34 * which is currently selected by the value found in the variable FontSize,
35 * which may have either of the values defined below. These values actually
36 * are used to select the height of the default font. By changing the
37 * height, the resolution of the font changes as well.
38 */
39 #define TOPAZ_EIGHTY 8
40 #define TOPAZ_SIXTY 9
41
42 struct Preferences
43 {
44 /* the default font height */
45 BYTE FontHeight; /* height for system default font */
46
47 /* constant describing what's hooked up to the port */
48 UBYTE PrinterPort; /* printer port connection */
49
50 /* the baud rate of the port */
51 USHORT BaudRate; /* baud rate for the serial port */
52
53 /* various timing rates */
54 struct timeval KeyRptSpeed; /* repeat speed for keyboard */
55 struct timeval KeyRptDelay; /* Delay before keys repeat */
56 struct timeval DoubleClick; /* Interval allowed between clicks */
57
58 /* Intuition Pointer data */
59 USHORT PointerMatrix[POINTERSIZE]; /* Definition of pointer sprite */
60 BYTE Xoffset; /* X-Offset for active 'bit' */
61 BYTE Yoffset; /* Y-Offset for active 'bit' */
62 USHORT color17; /*******/
63 USHORT color18; /* Colours for sprite pointer */
64 USHORT color19; /*******/
65 USHORT PointerTicks; /* Sensitivity of the pointer */
66
67 /* Workbench Screen colors */
68 USHORT color0; /*******/
69 USHORT color1; /* Standard default colours */
*/

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```
70    USHORT color2;          /* Used in the Workbench      */
71    USHORT color3;          /* **** */
72
73    /* positioning data for the Intuition View */
74    BYTE ViewXOffset;        /* Offset for top lefthand corner */
75    BYTE ViewYOffset;        /* X and Y dimensions */
76    WORD ViewInitX, ViewInitY; /* View initial offset values */
77
78    BOOL EnableCLI;         /* CLI availability switch */
79
80    /* printer configurations */
81    USHORT PrinterType;      /* printer type */
82    UBYTE PrinterFilename[FILENAME_SIZE]; /* file for printer */
83
84    /* print format and quality configurations */
85    USHORT PrintPitch;       /* print pitch */
86    USHORT PrintQuality;     /* print quality */
87    USHORT PrintSpacing;     /* number of lines per inch */
88    UWORLD PrintLeftMargin;  /* left margin in characters */
89    UWORLD PrintRightMargin; /* right margin in characters */
90    USHORT PrintImage;       /* positive or negative */
91    USHORT PrintAspect;      /* horizontal or vertical */
92    USHORT PrintShade;       /* b&w, half-tone, or color */
93    WORD PrintThreshold;     /* darkness ctrl for b/w dumps */
94
95    /* print paper descriptors */
96    USHORT PaperSize;        /* paper size */
97    UWORLD PaperLength;      /* paper length in number of lines */
98    UBYTE PaperType;         /* continuous or single sheet */
99
100   /* Serial device settings: These are six nibble-fields in three bytes */
101   /* (these look a little strange so the defaults will map out to zero) */
102   UBYTE SerRBits;          /* upper nibble = (8-number of read bits) */
103   /* lower nibble = (8-number of write bits) */
104   UBYTE SerStopBuf;        /* upper nibble = (number of stop bits - 1) */
105   /* lower nibble = (table value for BufSize) */
106   UBYTE SerParShk;         /* upper nibble = (value for Parity setting) */
107   /* lower nibble = (value for Handshake mode) */
108   UBYTE LaceWB;            /* if workbench is to be interlaced */
109
110   UBYTE WorkName[FILENAME_SIZE]; /* temp file for printer */
111
112   BYTE RowSizeChange;
113   BYTE ColumnSizeChange;
114
115   UWORLD PrintFlags;       /* user preference flags */
116   UWORLD PrintMaxWidth;    /* max width of printed picture in 10ths/inch */
117   UWORLD PrintMaxHeight;   /* max height of printed picture in 10ths/inch */
118   UBYTE PrintDensity;      /* print density */
119   UBYTE PrintXOffset;      /* offset of printed picture in 10ths/inch */
120
121   UWORLD wb_Width;         /* override default workbench width */
122   UWORLD wb_Height;        /* override default workbench height */
123   UBYTE wb_Depth;          /* override default workbench depth */
124
125   UBYTE ext_size;          /* extension information -- do not touch! */
126   /* extension size in blocks of 64 bytes */
127 }
128
129 /* Workbench Interlace (use one bit) */
130 #define LACEWB 0x01
131 #define LW_RESERVED 1      /* internal use only */
132
133 /* PrinterPort */
134 #define PARALLEL_PRINTER 0x00
135 #define SERIAL_PRINTER 0x01
136
137 /* BaudRate */
138
```

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```
139 #define BAUD_110 0x00
140 #define BAUD_300 0x01
141 #define BAUD_1200 0x02
142 #define BAUD_2400 0x03
143 #define BAUD_4800 0x04
144 #define BAUD_9600 0x05
145 #define BAUD_19200 0x06
146 #define BAUD_MIDI 0x07
147
148 /* PaperType */
149 #define FANFOLD 0x00
150 #define SINGLE 0x80
151
152 /* PrintPitch */
153 #define PICA 0x000
154 #define ELITE 0x400
155 #define FINE 0x800
156
157 /* PrintQuality */
158 #define DRAFT 0x000
159 #define LETTER 0x100
160
161 /* PrintSpacing */
162 #define SIX_LPI 0x000
163 #define EIGHT_LPI 0x200
164
165 /* Print Image */
166 #define IMAGE_POSITIVE 0x00
167 #define IMAGE_NEGATIVE 0x01
168
169 /* PrintAspect */
170 #define ASPECT_HORIZ 0x00
171 #define ASPECT_VERT 0x01
172
173 /* PrintShade */
174 #define SHADE_BW 0x00
175 #define SHADE_GREYSCALE 0x01
176 #define SHADE_COLOR 0x02
177
178 /* PaperSize */
179 #define US_LETTER 0x00
180 #define US_LEGAL 0x10
181 #define N_TRACTOR 0x20
182 #define W_TRACTOR 0x30
183 #define CUSTOM 0x40
184
185 /* PrinterType */
186 #define CUSTOM_NAME 0x00
187 #define ALPHA_P_101 0x01
188 #define BROTHER_15XL 0x02
189 #define CBM_MPSP1000 0x03
190 #define DIAB_630 0x04
191 #define DIAB_ADV_D25 0x05
192 #define DIAB_C_150 0x06
193 #define EPSON 0x07
194 #define EPSON_JX_80 0x08
195 #define OKIMATE_20 0x09
196 #define QUME_LP_20 0xA
197 /* new printer entries, 3 October 1985 */
198 #define HP_LASERJET 0x0B
199 #define HP_LASERJET_PLUS 0x0C
200
201 /* Serial Input Buffer Sizes */
202 #define SBUF_512 0x00
203 #define SBUF_1024 0x01
204 #define SBUF_2048 0x02
205 #define SBUF_4096 0x03
206 #define SBUF_8000 0x04
207 #define SBUF_16000 0x05
```

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```
208  
209 /* Serial Bit Masks */  
210 #define SREAD_BITS 0xF0 /* for SerRWBits */  
211 #define SWRITE_BITS 0x0F  
212  
213 #define SSTOP_BITS 0xF0 /* for SerStopBuf */  
214 #define SBUFSIZE_BITS 0x0F  
215  
216 #define SPARITY_BITS 0x0F /* for SerParShk */  
217 #define SHSHAKE_BITS 0x0F  
218  
219 /* Serial Parity (upper nibble, after being shifted by  
220 * macro SPARNUM() )  
221 */  
222 #define SPARITY_NONE 0  
223 #define SPARITY_EVEN 1  
224 #define SPARITY_ODD 2  
225  
226 /* Serial Handshake Mode (lower nibble, after masking using  
227 * macro SHANKNUM() )  
228 */  
229 #define SHSHAKE_XON 0  
230 #define SHSHAKE_RTS 1  
231 #define SHSHAKE_NONE 2  
232  
233 /* new defines for PrintFlags */  
234  
235 #define CORRECT_RED 0x0001 /* color correct red shades */  
236 #define CORRECT_GREEN 0x0002 /* color correct green shades */  
237 #define CORRECT_BLUE 0x0004 /* color correct blue shades */  
238  
239 #define CENTER_IMAGE 0x0008 /* center image on paper */  
240  
241 #define IGNORE_DIMENSIONS 0x0000 /* ignore max width/height settings */  
242 #define BOUNDED_DIMENSIONS 0x0010 /* use max width/height as boundaries */  
243 #define ABSOLUTE_DIMENSIONS 0x0020 /* use max width/height as absolutes */  
244 #define PIXEL_DIMENSIONS 0x0040 /* use max width/height as prt pixels */  
245 #define MULTIPLY_DIMENSIONS 0x0080 /* use max width/height as multipliers */  
246  
247 #define INTEGER_SCALING 0x0100 /* force integer scaling */  
248  
249 #define ORDERED_DITHERING 0x0000 /* ordered dithering */  
250 #define HALFTONE_DITHERING 0x0200 /* halftone dithering */  
251 #define FLOYD_DITHERING 0x0400 /* Floyd-Steinberg dithering */  
252  
253 #define ANTI_ALIAS 0x0800 /* anti-alias image */  
254 #define GREY_SCALE2 0x1000 /* for use with hi-res monitor */  
255  
256 /* masks used for checking bits */  
257  
258 #define CORRECT_RGB_MASK (CORRECT_RED|CORRECT_GREEN|CORRECT_BLUE)  
259 #define DIMENSIONS_MASK (BOUNDED_DIMENSIONS|ABSOLUTE_DIMENSIONS|PIXEL_DIMENS  
260 #define DITHERING_MASK (HALFTONE_DITHERING|FLOYD_DITHERING)  
261  
262 #endif /* INTUITION_PREFERENCES_H */
```

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```
1 #ifndef INTUITION_SCREENSH_H  
2 #define INTUITION_SCREENSH_H  
3 /*  
4 ** $Filename: intuition/screens.h $  
5 ** $Release: 1.3 $  
6 **  
7 **  
8 **  
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.  
10 ** All Rights Reserved  
11 */  
12  
13 #ifndef EXEC_TYPES_H  
14 #include "exec/types.h"  
15 #endif  
16  
17 #ifndef GRAPHICS_GFX_H  
18 #include "graphics/gfx.h"  
19 #endif  
20  
21 #ifndef GRAPHICS_CLIP_H  
22 #include "graphics/clip.h"  
23 #endif  
24  
25 #ifndef GRAPHICS_VIEW_H  
26 #include "graphics/view.h"  
27 #endif  
28  
29 #ifndef GRAPHICS_RASTPORT_H  
30 #include "graphics/rastport.h"  
31 #endif  
32  
33 #ifndef GRAPHICS_LAYERS_H  
34 #include "graphics/layers.h"  
35 #endif  
36  
37 /* ===== */  
38 /* == Screen == */  
39 /* ===== */  
40 struct Screen  
41 {  
42     struct Screen *NextScreen; /* linked list of screens */  
43     struct Window *FirstWindow; /* linked list Screen's Windows */  
44  
45     SHORT LeftEdge, TopEdge; /* parameters of the screen */  
46     SHORT Width, Height; /* parameters of the screen */  
47  
48     SHORT MouseY, MouseX; /* position relative to upper-left */  
49  
50     USHORT Flags; /* see definitions below */  
51  
52     UBYTE *Title; /* null-terminated Title text */  
53     UBYTE *DefaultTitle; /* for Windows without ScreenTitle */  
54  
55     /* Bar sizes for this Screen and all Window's in this Screen */  
56     BYTE BarHeight, BarVBorder, BarHBorder, MenuVBorder, MenuHBorder;  
57     BYTE WBorTop, WBorLeft, WBorRight, WBorBottom;  
58  
59     struct TextAttr *Font; /* this screen's default font */  
60  
61     /* the display data structures for this Screen */  
62     struct ViewPort ViewPort; /* describing the Screen's display */  
63     struct RastPort RastPort; /* describing Screen rendering */  
64     struct BitMap BitMap; /* extra copy of RastPort BitMap */  
65     struct Layer_Info LayerInfo; /* each screen gets a LayerInfo */  
66  
67     /* You supply a linked-list of Gadgets for your Screen.  
68     * This list DOES NOT include system Gadgets. You get the standard  
69     * system Screen Gadgets by default */
```

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```
70      */
71      struct Gadget *FirstGadget;
72
73      UBYTE DetailPen, BlockPen;      /* for bar/border/gadget rendering */
74
75      /* the following variable(s) are maintained by Intuition to support the
76      * DisplayBeep() color flashing technique
77      */
78      USHORT SaveColor0;
79
80      /* This layer is for the Screen and Menu bars */
81      struct Layer *BarLayer;
82
83      UBYTE *ExtData;
84
85      UBYTE *UserData;    /* general-purpose pointer to User data extension */
86  };
87
88
89 /* --- FLAGS SET BY INTUITION ----- */
90 /* The SCREENTYPE bits are reserved for describing various Screen types
91 * available under Intuition.
92 */
93 #define SCREENTYPE      0x000F /* all the screens types available */
94 /* --- the definitions for the Screen Type ----- */
95 #define WBENCHSCREEN   0x0001 /* Ta Da! The Workbench */
96 #define CUSTOMSCREEN    0x000F /* for that special look */
97
98 #define SHOWTITLE       0x0010 /* this gets set by a call to ShowTitle() */
99
100 #define BEEPING         0x0020 /* set when Screen is beeping */
101
102 #define CUSTOMBITMAP   0x0040 /* if you are supplying your own BitMap */
103
104 #define SCREENBEHIND    0x0080 /* if you want your screen to open behind
105      * already open screens
106      */
107 #define SCREENQUIET     0x0100 /* if you do not want Intuition to render
108      * into your screen (gadgets, title)
109      */
110
111 #define STDSCREENHEIGHT -1 /* supply in NewScreen.Height */
112
113
114 /* ===== */
115 /* == NewScreen == */
116 /* ===== */
117 struct NewScreen
118 {
119     SHORT LeftEdge, TopEdge, Width, Height, Depth; /* screen dimensions */
120
121     UBYTE DetailPen, BlockPen;      /* for bar/border/gadget rendering */
122
123     USHORT ViewModes;            /* the Modes for the ViewPort (and View) */
124
125     USHORT Type;                /* the Screen type (see defines above) */
126
127     struct TextAttr *Font;        /* this Screen's default text attributes */
128
129     UBYTE *DefaultTitle;         /* the default title for this Screen */
130
131     struct Gadget *Gadgets;      /* your own Gadgets for this Screen */
132
133     /* if you are opening a CUSTOMSCREEN and already have a BitMap
134     * that you want used for your Screen, you set the flags CUSTOMBITMAP in
135     * the Type field and you set this variable to point to your BitMap
136     * structure. The structure will be copied into your Screen structure,
137     * after which you may discard your own BitMap if you want
138     */

```

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```
139     struct BitMap *CustomBitMap;
140  };
141
142 #endif /* INTUITION_SCREENSH_H */
```

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```
1 #ifndef LIBRARIES_CONFIGREGS_H
2 #define LIBRARIES_CONFIGREGS_H
3 /*
4 ** $Filename: libraries/configregs.h $
5 ** $Release: 1.3 $
6 **
7 ** register and bit definitions for expansion boards
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 /**
18 ** Expansion boards are actually organized such that only one nibble per
19 ** word (16 bits) are valid information. This table is structured
20 ** as LOGICAL information. This means that it never corresponds
21 ** exactly with a physical implementation.
22 **
23 ** The expansion space is logically split into two regions:
24 ** a rom portion and a control portion. The rom portion is
25 ** actually stored in one's complement form (except for the
26 ** er_type field).
27 */
28
29
30 struct ExpansionRom {
31     UBYTE    er_Type;
32     UBYTE    er_Product;
33     UBYTE    er_Flags;
34     UBYTE    er_Reserved03;
35     WORD     er_Manufacturer;
36     ULONG    er_SerialNumber;
37     WORD     er_InitDiagVec;
38     UBYTE    er_Reserved0c;
39     UBYTE    er_Reserved0d;
40     UBYTE    er_Reserved0e;
41     UBYTE    er_Reserved0f;
42 };
43
44 struct ExpansionControl {
45     UBYTE    ec_Interrupt;           /* interrupt control register */
46     UBYTE    ec_Reserve11;
47     UBYTE    ec_BaseAddress;        /* set new config address */
48     UBYTE    ec_Shutup;            /* don't respond, pass config out */
49     UBYTE    ec_Reserved14;
50     UBYTE    ec_Reserved15;
51     UBYTE    ec_Reserved16;
52     UBYTE    ec_Reserved17;
53     UBYTE    ec_Reserved18;
54     UBYTE    ec_Reserved19;
55     UBYTE    ec_Reservela;
56     UBYTE    ec_Reserve1b;
57     UBYTE    ec_Reserve1c;
58     UBYTE    ec_Reserve1d;
59     UBYTE    ec_Reserve1e;
60     UBYTE    ec_Reserve1f;
61 };
62
63 /*
64 ** many of the constants below consist of a triplet of equivalent
65 ** definitions: xxMASK is a bit mask of those bits that matter.
66 ** xxBIT is the starting bit number of the field. xxSIZE is the
67 ** number of bits that make up the definition. This method is
68 ** used when the field is larger than one bit.
69 **
```

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```
70 ** If the field is only one bit wide then the xxB_xx and xxF_xx convention
71 ** is used (xxB_xx is the bit number, and xxF_xx is mask of the bit).
72 */
73
74 /* manifest constants */
75 #define E_SLOTSIZE          0x10000
76 #define E_SLOTMASK           0xffff
77 #define E_SLOTSHIFT          16
78
79 /* these define the two free regions of Zorro memory space.
80 ** THESE MAY WELL CHANGE FOR FUTURE PRODUCTS!
81 */
82 #define E_EXPANSIONBASE      0xe80000
83 #define E_EXPANSIONSIZE       0x080000
84 #define E_EXPANSIONLOTS        8
85
86 #define E_MEMORYBASE         0x200000
87 #define E_MEMORYSIZE          0x800000
88 #define E_MEMORYLOTS          128
89
90
91 **** ec_Type definitions */
92
93 /* board type -- ignore "old style" boards */
94 #define ERT_TYPEMASK          0xc0
95 #define ERT_TYPEBIT            6
96 #define ERT_TYPESIZE           2
97 #define ERT_NEWBOARD          0xc0
98
99
100 /* type field memory size */
101 #define ERT_MEMMASK           0x07
102 #define ERT_MEMBIT             0
103 #define ERT_MEMSIZE            3
104
105
106 /* other bits defined in type field */
107 #define ERTB_CHAINEDCONFIG     3
108 #define ERTB_DIAGVALID         4
109 #define ERTB_MEMLIST           5
110
111 #define ERTF_CHAINEDCONFIG     (1<<3)
112 #define ERTF_DIAGVALID         (1<<4)
113 #define ERTF_MEMLIST           (1<<5)
114
115
116 /* er_Flags byte -- for those things that didn't fit into the type byte */
117 #define ERFB_MEMSPACE          7 /* wants to be in 8 meg space. Also
118                                         ** implies that board is moveable
119                                         */
120 #define ERFB_NOSHUTUP          6 /* board can't be shut up. Must not
121                                         ** be a board. Must be a box that
122                                         ** does not pass on the bus.
123                                         */
124
125 #define ERFF_MEMSPACE          (1<<7)
126 #define ERFF_NOSHUTUP          (1<<6)
127
128
129 /* figure out amount of memory needed by this box/board */
130 #define ERT_MEMNEEDED(t) \
131     (((t)&ERT_MEMMASK) ? 0x10000 << (((t)&ERT_MEMMASK)-1) : 0x800000 )
132
133
134 /* same as ERT_MEMNEEDED, but return number of slots */
135 #define ERT_SLOTSNEEDED(t) \
136     (((t)&ERT_MEMMASK) ? 1 << (((t)&ERT_MEMMASK)-1) : 0x80 )
137
138 /* interrupt control register */
```

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```
139 #define ECIB_INTENA 1
140 #define ECIB_RESET 3
141 #define ECIB_INT2PEND 4
142 #define ECIB_INT6PEND 5
143 #define ECIB_INT7PEND 6
144 #define ECIB_INTERRUPTING 7
145
146 #define ECIF_INTENA (1<<1)
147 #define ECIF_RESET (1<<3)
148 #define ECIF_INT2PEND (1<<4)
149 #define ECIF_INT6PEND (1<<5)
150 #define ECIF_INT7PEND (1<<6)
151 #define ECIF_INTERRUPTING (1<<7)
152
153
154 /* convert a expansion slot number into a memory address */
155 #define EC_MEMADDR(slot) ((slot) << (E_SLOTSHIFT) )
156
157 /* a kludge to get the byte offset of a structure */
158 #define BROFFSET(er) ((int)&((struct ExpansionRom *)0)->er)
159 #define ECOFFSET(ec) \
160   (sizeof(struct ExpansionRom)+((int)&((struct ExpansionControl *)0)->ec))
161
162
163 ****
164 **
165 ** these are the specifications for the diagnostic area. If the Diagnostic
166 ** Address Valid bit is set in the Board Type byte (the first byte in
167 ** expansion space) then the Diag Init vector contains a valid offset.
168 **
169 ** The Diag Init vector is actually a word offset from the base of the
170 ** board. The resulting address points to the base of the DiagArea
171 ** structure. The structure may be physically implemented either four,
172 ** eight, or sixteen bits wide. The code will be copied out into
173 ** ram first before being called.
174 **
175 ** The da_Size field, and both code offsets (da_DiagPoint and da_BootPoint)
176 ** are offsets from the diag area AFTER it has been copied into ram, and
177 ** "de-nibbleized" (if needed). Inotherwords, the size is the size of
178 ** the actual information, not how much address space is required to
179 ** store it.
180 **
181 ** All bits are encoded with uninverted logic (e.g. 5 volts on the bus
182 ** is a logic one).
183 **
184 ** If your board is to make use of the boot facility then it must leave
185 ** its config area available even after it has been configured. Your
186 ** boot vector will be called AFTER your board's final address has been
187 ** set.
188 **
189 ****
190
191 struct DiagArea {
192     UBYTE      da_Config;    /* see below for definitions */
193     UBYTE      da_Flags;    /* see below for definitions */
194     UWORD      da_Size;     /* the size (in bytes) of the total diag area */
195     UWORD      da_DiagPoint; /* where to start for diagnostics, or zero */
196     UWORD      da_BootPoint; /* where to start for booting */
197     UWORD      da_Name;     /* offset in diag area where a string */
198                           /* identifier can be found (or zero if no */
199                           /* identifier is present). */
200
201     UWORD      da_Reserve01; /* two words of reserved data. must be zero. */
202     UWORD      da_Reserve02;
203 };
204
205 /* da_Config definitions */
206 #define DAC_BUSWIDTH 0xC0 /* two bits for bus width */
207 #define DAC_NIBBLEWIDTH 0x00
```

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```
208 #define DAC_BYTEWIDE 0x40
209 #define DAC_WORDWIDE 0x80
210
211 #define DAC_BOOTTIME 0x30 /* two bits for when to boot */
212 #define DAC_NEVER 0x00 /* obvious */
213 #define DAC_CONFIGTIME 0x10 /* call da_BootPoint when first configuring the */
214                           /* device */
215 #define DAC_BINDTIME 0x20 /* run when binding drivers to boards */
216
217 /*
218 ** These are the calling conventions for Diag or Boot area
219 **
220 ** A7 -- points to at least 2K of stack
221 ** A6 -- ExecBase
222 ** A5 -- ExpansionBase
223 ** A3 -- your board's ConfigDev structure
224 ** A2 -- Base of diag/init area that was copied
225 ** A0 -- Base of your board
226 **
227 ** Your board should return a value in D0. If this value is NULL, then
228 ** the diag/init area that was copied in will be returned to the free
229 ** memory pool.
230 */
231
232 #endif /* LIBRARIES_CONFIGREGS_H */
```

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```
1 #ifndef LIBRARIES_CONFIGVARS_H
2 #define LIBRARIES_CONFIGVARS_H
3 /*
4 **      $Filename: libraries/configvars.h $
5 **      $Release: 1.3 $
6 **
7 **      software structures for configuration subsystem
8 **
9 **      (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_NODES_H
18 #include "exec/nodes.h"
19 #endif !EXEC_NODES_H
20
21 #ifndef LIBRARIES_CONFIGREGS_H
22 #include "libraries/configregs.h"
23 #endif !LIBRARIES_CONFIGREGS_H
24
25
26 struct ConfigDev {
27     struct Node          cd_Node;
28     UBYTE                cd_Flags;
29     UBYTE                cd_Pad;
30     struct ExpansionRom cd_Rom;           /* image of expansion rom area */
31     APTR                 cd_BoardAddr;    /* where in memory the board is */
32     APTR                 cd_BoardSize;    /* size in bytes */
33     WORD                 cd_SlotAddr;     /* which slot number */
34     WORD                 cd_SlotSize;     /* number of slots the board takes */
35     APTR                 cd_Driver;       /* pointer to node of driver */
36     struct ConfigDev *   cd_NextCD;      /* linked list of drivers to config */
37     ULONG                cd_Unused[4];    /* for whatever the driver whats */
38 };
39
40 /* cd_Flags */
41 #define CDB_SHUTUP      0      /* this board has been shut up */
42 #define CDB_CONFIGME     1      /* this board needs a driver to claim it */
43
44 #define CDF_SHUTUP      0x01
45 #define CDF_CONFIGME    0x02
46
47 /* this structure is used by GetCurrentBinding() and SetCurrentBinding() */
48 struct CurrentBinding {
49     struct ConfigDev *  cb_ConfigDev;    /* first configdev in chain */
50     UBYTE *              cb_FileName;    /* file name of driver */
51     UBYTE *              cb_ProductString; /* product # string */
52     UBYTE **             cb_ToolTypes;   /* tooltypes from disk object */
53 };
54
55
56 struct ConfigDev *AllocConfigDev(), *FindConfigDev();
57
58 #endif /* LIBRARIES_CONFIGVARS_H */
```

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```
1 #ifndef LIBRARIES_DISKFONT_H
2 #define LIBRARIES_DISKFONT_H
3 /*
4 **      $Filename: libraries/diskfont.h $
5 **      $Release: 1.3 $
6 **
7 **      diskfont library definitions
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_NODES_H
14 #include "exec/nodes.h"
15 #endif
16 #ifndef EXEC_LISTS_H
17 #include "exec/lists.h"
18 #endif
19 #ifndef GRAPHICS_TEXT_H
20 #include "graphics/text.h"
21 #endif
22
23 #define MAXFONTPATH 256 /* including null terminator */
24
25 struct FontContents {
26     char fc_FileName[MAXFONTPATH];
27     WORD fc_YSize;
28     UBYTE fc_Style;
29     UBYTE fc_Flags;
30 };
31
32 #define FCH_ID 0x0f00
33
34 struct FontContentsHeader {
35     WORD fch_FileID; /* FCH_ID */
36     WORD fch_NumEntries; /* the number of FontContents elements */
37     /* struct FontContents fch_FC[]; */
38 };
39
40 #define DFH_ID 0x0f80
41 #define MAXFONTNAME 32 /* font name including ".font\0" */
42
43 struct DiskFontHeader {
44     /* the following 8 bytes are not actually considered a part of the */
45     /* DiskFontHeader, but immediately precede it. The NextSegment is */
46     /* supplied by the linker/loader, and the ReturnCode is the code. */
47     /* at the beginning of the font in case someone runs it... */
48     /* ULONG dfh_NextSegment; /* actually a BPTR */
49     /* ULONG dfh_ReturnCode; /* MOVEQ #0,D0 : RTS */
50     /* here then is the official start of the DiskFontHeader... */
51     struct Node dfh_DF; /* node to link disk fonts */
52     WORD dfh_FileID; /* DFH_ID */
53     WORD dfh_Revision; /* the font revision */
54     LONG dfh_Segment; /* the segment address when loaded */
55     char dfh_Name[MAXFONTNAME]; /* the font name (null terminated) */
56     struct TextFont dfh_TF; /* loaded TextFont structure */
57 };
58
59
60 #define AFB_MEMORY 0
61 #define AFF_MEMORY 1
62 #define AFB_DISK 1
63 #define AFF_DISK 2
64
65 struct AvailFonts {
66     WORD af_Type; /* MEMORY or DISK */
67     struct TextAttr af_Attr; /* text attributes for font */
68 };
69
```

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```
70 struct AvailFontsHeader {  
71     ULONG afh_NumEntries; /* number of AvailFonts elements */  
72     /* struct AvailFonts afh_AF[]; */  
73 };  
74  
75 #endif /* LIBRARIES_DISKFONT_H */
```

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```
1 #ifndef LIBRARIES_DOS_H  
2 #define LIBRARIES_DOS_H  
3 /*  
4 ** $Filename: libraries/dos.h $  
5 ** $Release: 1.3 $  
6 **  
7 ** Standard C header for AmigaDOS  
8 **  
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.  
10 ** All Rights Reserved  
11 */  
12  
13 #ifndef EXEC_TYPES_H  
14 #include "exec/types.h"  
15 #endif  
16  
17 #define DOSNAME "dos.library"  
18  
19 /* Predefined Amiga DOS global constants */  
20  
21 #define DOSTRUE (-1L)  
22 #define DOSFALSE (0L)  
23  
24 /* Mode parameter to Open() */  
25 #define MODE_OLDFILE 1005 /* Open existing file read/write  
26 * positioned at beginning of file. */  
27 #define MODE_NEWFILE 1006 /* Open freshly created file (delete  
28 * old file) read/write */  
29 #define MODE_READWRITE 1004 /* Open old file w/exclusive lock */  
30 /* Relative position to Seek() */  
31 #define OFFSET_BEGINNING -1 /* relative to Beginning Of File */  
32 #define OFFSET_CURRENT 0 /* relative to Current file position */  
33 #define OFFSET_END 1 /* relative to End Of File */  
34  
35 #define OFFSET_BEGINNING OFFSET_BEGINNING /* ancient compatibility */  
36  
37 #define BITSPERBYTE 8  
38 #define BYTESPERLONG 4  
39 #define BITSPERLONG 32  
40 #define MAXINT 0xFFFFFFFF  
41 #define MININT 0x80000000  
42  
43 /* Passed as type to Lock() */  
44 #define SHARED_LOCK -2 /* File is readable by others */  
45 #define ACCESS_READ -2 /* Synonym */  
46 #define EXCLUSIVE_LOCK -1 /* No other access allowed */  
47 #define ACCESS_WRITE -1 /* Synonym */  
48  
49 struct DateStamp {  
50     LONG ds_Days; /* Number of days since Jan. 1, 1978 */  
51     LONG ds_Minute; /* Number of minutes past midnight */  
52     LONG ds_Tick; /* Number of ticks past minute */  
53 }; /* DateStamp */  
54 #define TICKS_PER_SECOND 50 /* Number of ticks in one second */  
55  
56 /* Returned by Examine() and ExInfo(), must be on a 4 byte boundary */  
57 struct FileInfoBlock {  
58     LONG fib_DiskKey;  
59     LONG fib_DirEntryType; /* Type of Directory. If < 0, then a plain file.  
60 * If > 0 a directory */  
61     char fib_FileName[108]; /* Null terminated. Max 30 chars used for now */  
62     LONG fib_Protection; /* bit mask of protection, rwdx are 3-0. */  
63     LONG fib_EntryType;  
64     LONG fib_Size; /* Number of bytes in file */  
65     LONG fib_NumBlocks; /* Number of blocks in file */  
66     struct DateStamp fib_Date; /* Date file last changed */  
67     char fib_Comment[80]; /* Null terminated comment associated with file */  
68     char fib_Reserve[36];  
69 }; /* FileInfoBlock */
```

```

70
71 /* FIB stands for FileInfoBlock */
72
73 /* FIBB are bit definitions, FIBF are field definitions */
74 #define FIBB_SCRIPT 6 /* program is a script (execute) file */
75 #define FIBB_PURE 5 /* program is reentrant and reexecutable*/
76 #define FIBB_ARCHIVE 4 /* cleared whenever file is changed */
77 #define FIBB_READ 3 /* ignored by old filesystem */
78 #define FIBB_WRITE 2 /* ignored by old filesystem */
79 #define FIBB_EXECUTE 1 /* ignored by system, used by Shell */
80 #define FIBB_DELETE 0 /* prevent file from being deleted */
81 #define FIBF_SCRIPT (1<<FIBB_SCRIPT)
82 #define FIBF_PURE (1<<FIBB_PURE)
83 #define FIBF_ARCHIVE (1<<FIBB_ARCHIVE)
84 #define FIBF_READ (1<<FIBB_READ)
85 #define FIBF_WRITE (1<<FIBB_WRITE)
86 #define FIBF_EXECUTE (1<<FIBB_EXECUTE)
87 #define FIBF_DELETE (1<<FIBB_DELETE)
88
89
90 /* All BCPL data must be long word aligned. BCPL pointers are the long word
91 * address (i.e byte address divided by 4 (>>2)) */
92 typedef long BPTR; /* Long word pointer */
93 typedef long BSTR; /* Long word pointer to BCPL string */
94
95 /* Convert BPTR to typical C pointer */
96 #ifdef OBSOLETE_LIBRARIES_DOS_H
97 #define BADDR(bptr) (((ULONG)bptr) << 2)
98#else
99 /* This one has no problems with CASTING */
100#define BADDR(x) ((APTR)((ULONG)x << 2))
101#endif
102
103 /* BCPL strings have a length in the first byte and then the characters.
104 * For example: s[0]=3 s[1]=S s[2]=Y s[3]=S */
105
106 /* returned by Info(), must be on a 4 byte boundary */
107 struct InfoData {
108     LONG id_NumSoftErrors; /* number of soft errors on disk */
109     LONG id_UnitNumber; /* Which unit disk is (was) mounted on */
110     LONG id_DiskState; /* See defines below */
111     LONG id_NumBlocks; /* Number of blocks on disk */
112     LONG id_NumBlocksUsed; /* Number of block in use */
113     LONG id_BytesPerBlock;
114     LONG id_DiskType; /* Disk Type code */
115     BPTR id_VolumeNode; /* BCPL pointer to volume node */
116     LONG id_InUse; /* Flag, zero if not in use */
117 }; /* InfoData */
118
119 /* ID stands for InfoData */
120 /* Disk states */
121 #define ID_WRITE_PROTECTED 80 /* Disk is write protected */
122 #define ID_VALIDATING 81 /* Disk is currently being validated */
123 #define ID_VALIDATED 82 /* Disk is consistent and writeable */
124
125 /* Disk types */
126 #define ID_NO_DISK_PRESENT (-1)
127 #define ID_UNREADABLE_DISK ((('B'<<24) | ('A'<<16) | ('D'<<8)))
128 #define ID_DOS_DISK ((('D'<<24) | ('O'<<16) | ('S'<<8)))
129 #define ID_NOT REALLY_DOS ((('N'<<24) | ('D'<<16) | ('O'<<8) | ('S''))
130 #define ID_KICKSTART_DISK ((('K'<<24) | ('I'<<16) | ('C'<<8) | ('K''))
131
132 /* Errors from IoErr(), etc. */
133 #define ERROR_NO_FREE_STORE 103
134 #define ERROR_TASK_TABLE_FULL 105
135 #define ERROR_LINE_TOO_LONG 120
136 #define ERROR_FILE_NOT_OBJECT 121
137 #define ERROR_INVALID_RESIDENT_LIBRARY 122
138 #define ERROR_NO_DEFAULT_DIR 201

```

```

139 #define ERROR_OBJECT_IN_USE 202
140 #define ERROR_OBJECT_EXISTS 203
141 #define ERROR_DIR_NOT_FOUND 204
142 #define ERROR_OBJECT_NOT_FOUND 205
143 #define ERROR_BAD_STREAM_NAME 206
144 #define ERROR_OBJECT_TOO_LARGE 207
145 #define ERROR_ACTION_NOT_KNOWN 209
146 #define ERROR_INVALID_COMPONENT_NAME 210
147 #define ERROR_INVALID_LOCK 211
148 #define ERROR_OBJECT_WRONG_TYPE 212
149 #define ERROR_DISK_NOT_VALIDATED 213
150 #define ERROR_DISK_WRITE_PROTECTED 214
151 #define ERROR_RENAME_ACROSS_DEVICES 215
152 #define ERROR_DIRECTORY_NOT_EMPTY 216
153 #define ERROR_TOO_MANY_LEVELS 217
154 #define ERROR_DEVICE_NOT_MOUNTED 218
155 #define ERROR_SEEK_ERROR 219
156 #define ERROR_COMMENT_TOO_BIG 220
157 #define ERROR_DISK_FULL 221
158 #define ERROR_DELETE_PROTECTED 222
159 #define ERROR_WRITE_PROTECTED 223
160 #define ERROR_READ_PROTECTED 224
161 #define ERROR_NOT_A_DOS_DISK 225
162 #define ERROR_NO_DISK 226
163 #define ERROR_NO_MORE_ENTRIES 232
164
165 /* These are the return codes used by convention by AmigaDOS commands */
166 /* See FAILAT and IF for relvance to EXECUTE files */
167 #define RETURN_OK 0 /* No problems, success */
168 #define RETURN_WARN 5 /* A warning only */
169 #define RETURN_ERROR 10 /* Something wrong */
170 #define RETURN_FAIL 20 /* Complete or severe failure */
171
172 /* Bit numbers that signal you that a user has issued a break */
173 #define SIGBREAKB_CTRL_C 12
174 #define SIGBREAKB_CTRL_D 13
175 #define SIGBREAKB_CTRL_E 14
176 #define SIGBREAKB_CTRL_F 15
177
178 /* Bit fields that signal you that a user has issued a break */
179 /* for example: if (SetSignal(0,0) & BREAK_CTRL_CF) cleanup_and_exit(); */
180 #define SIGBREAKF_CTRL_C (1<<SIGBREAKB_CTRL_C)
181 #define SIGBREAKF_CTRL_D (1<<SIGBREAKB_CTRL_D)
182 #define SIGBREAKF_CTRL_E (1<<SIGBREAKB_CTRL_E)
183 #define SIGBREAKF_CTRL_F (1<<SIGBREAKB_CTRL_F)
184
185 #endif /* LIBRARIES_DOS_H */

```

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```
1 #ifndef LIBRARIES_DOSEXTENS_H
2 #define LIBRARIES_DOSEXTENS_H
3 /*
4 ** $Filename: libraries/dosextens.h $
5 ** $Release: 1.3 $
6 **
7 ** DOS structures not needed for the casual AmigaDOS user
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif
16 #ifndef EXEC_TASKS_H
17 #include "exec/tasks.h"
18 #endif
19 #ifndef EXEC_PORTS_H
20 #include "exec/ports.h"
21 #endif
22 #ifndef EXEC_LIBRARIES_H
23 #include "exec/libraries.h"
24 #endif
25
26 #ifndef LIBRARIES_DOS_H
27 #include "libraries/dos.h"
28 #endif
29
30 /* All DOS processes have this structure */
31 /* Create and Device Proc returns pointer to the MsgPort in this structure */
32 /* dev_proc = (struct Process *) (DeviceProc(..) - sizeof(struct Task)); */
33
34 struct Process {
35     struct Task pr_Task;
36     struct MsgPort pr_MsgPort; /* This is BPTR address from DOS functions */
37     WORD pr_Pad; /* Remaining variables on 4 byte boundaries */
38     BPTR pr_SegList; /* Array of seg lists used by this process */
39     LONG pr_StackSize; /* Size of process stack in bytes */
40     APTR pr_GlobVec; /* Global vector for this process (BCPL) */
41     LONG pr_TaskNum; /* CLI task number of zero if not a CLI */
42     BPTR pr_StackBase; /* Ptr to high memory end of process stack */
43     LONG pr_Result2; /* Value of secondary result from last call */
44     BPTR pr_CurrentDir; /* Lock associated with current directory */
45     BPTR pr_CIS; /* Current CLI Input Stream */
46     BPTR pr_COS; /* Current CLI Output Stream */
47     APTR pr_ConsoleTask; /* Console handler process for current window */
48     APTR pr_FileSystemTask; /* File handler process for current drive */
49     BPTR pr_CLI; /* pointer to ConsoleLineInterpreter */
50     APTR pr_ReturnAddr; /* pointer to previous stack frame */
51     APTR pr_PktWait; /* Function to be called when awaiting msg */
52     APTR pr_WindowPtr; /* Window for error printing */
53 }; /* Process */
54
55 /* The long word address (BPTR) of this structure is returned by
56 * Open() and other routines that return a file. You need only worry
57 * about this struct to do async io's via PutMsg() instead of
58 * standard file system calls */
59
60 struct FileHandle {
61     struct Message *fh_Link; /* EXEC message */
62     struct MsgPort *fh_Port; /* Reply port for the packet */
63     struct MsgPort *fh_Type; /* Port to do PutMsg() to
64                                * Address is negative if a plain file */
65     LONG fh_Buf;
66     LONG fh_Pos;
67     LONG fh_End;
68     LONG fh_Funcs;
69 #define fh_Func1 fh_Funcs
```

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```
70     LONG fh_Func2;
71     LONG fh_Func3;
72     LONG fh_Args;
73 #define fh_Arg1 fh_Args
74     LONG fh_Arg2;
75 }; /* FileHandle */
76
77 /* This is the extension to EXEC Messages used by DOS */
78
79 struct DosPacket {
80     struct Message *dp_Link; /* EXEC message */
81     struct MsgPort *dp_Port; /* Reply port for the packet */
82     /* Must be filled in each send. */
83     LONG dp_Type; /* See ACTION... below and
84                      * 'R' means Read, 'W' means Write to the
85                      * file system */
86     LONG dp_Res1; /* For file system calls this is the result
87                      * that would have been returned by the
88                      * function, e.g. Write ('W') returns actual
89                      * length written */
90     LONG dp_Res2; /* For file system calls this is what would
91                      * have been returned by IoErr() */
92 /* Device packets common equivalents */
93 #define dp_Action dp_Type
94 #define dp_Status dp_Res1
95 #define dp_Status2 dp_Res2
96 #define dp_BufAddr dp_Arg1
97     LONG dp_Arg1;
98     LONG dp_Arg2;
99     LONG dp_Arg3;
100    LONG dp_Arg4;
101    LONG dp_Arg5;
102    LONG dp_Arg6;
103    LONG dp_Arg7;
104 }; /* DosPacket */
105
106 /* A Packet does not require the Message to be before it in memory, but
107 * for convenience it is useful to associate the two.
108 * Also see the function init_std_pkt for initializing this structure */
109
110 struct StandardPacket {
111     struct Message sp_Msg;
112     struct DosPacket sp_Pkt;
113 }; /* StandardPacket */
114
115 /* Packet types */
116 #define ACTION_NIL 0
117 #define ACTION_GET_BLOCK 2 /* OBSOLETE */
118 #define ACTION_SET_MAP 4
119 #define ACTION_DIE 5
120 #define ACTION_EVENT 6
121 #define ACTION_CURRENT_VOLUME 7
122 #define ACTION_LOCATE_OBJECT 8
123 #define ACTION_RENAME_DISK 9
124 #define ACTION_WRITE 'W'
125 #define ACTION_READ 'R'
126 #define ACTION_FREE_LOCK 15
127 #define ACTION_DELETE_OBJECT 16
128 #define ACTION_RENAME_OBJECT 17
129 #define ACTION_MORE_CACHE 18
130 #define ACTION_COPY_DIR 19
131 #define ACTION_WAIT_CHAR 20
132 #define ACTION_SET_PROTECT 21
133 #define ACTION_CREATE_DIR 22
134 #define ACTION_EXAMINE_OBJECT 23
135 #define ACTION_EXAMINE_NEXT 24
136 #define ACTION_DISK_INFO 25
137 #define ACTION_INFO 26
138 #define ACTION_FLUSH 27
```

```

139 #define ACTION_SET_COMMENT 28
140 #define ACTION_PARENT 29
141 #define ACTION_TIMER 30
142 #define ACTION_INHIBIT 31
143 #define ACTION_DISK_TYPE 32
144 #define ACTION_DISK_CHANGE 33
145 #define ACTION_SET_DATE 34
146
147 #define ACTION_SCREEN_MODE 994
148
149 #define ACTION_READ_RETURN 1001
150 #define ACTION_WRITE_RETURN 1002
151 #define ACTION_SEEK 1008
152 #define ACTION_FINDUPDATE 1004
153 #define ACTION_FINDINPUT 1005
154 #define ACTION_FINDOUTPUT 1006
155 #define ACTION_END 1007
156 #define ACTION_TRUNCATE 1022 /* fast file system only */
157 #define ACTION_WRITE_PROTECT 1023 /* fast file system only */
158
159 /* DOS library node structure.
160 * This is the data at positive offsets from the library node.
161 * Negative offsets from the node is the jump table to DOS functions
162 * node = (struct DosLibrary *) OpenLibrary( "dos.library" ... ) */
163
164 struct DosLibrary {
165     struct Library dl_lib;
166     APTR dl_Root; /* Pointer to RootNode, described below */
167     APTR dl_GV; /* Pointer to BCPL global vector */
168     LONG dl_A2; /* Private register dump of DOS */
169     LONG dl_A5;
170     LONG dl_A6;
171 }; /* DosLibrary */
172
173 /* */
174
175 struct RootNode {
176     BPTR rn_TaskArray; /* [0] is max number of CLI's
177     * [1] is APTR to process id of CLI 1
178     * [n] is APTR to process id of CLI n */
179     BPTR rn_ConsoleSegment; /* SegList for the CLI */
180     struct DateStamp rn_Time; /* Current time */
181     LONG rn_RestartSeg; /* SegList for the disk validator process */
182     BPTR rn_Info; /* Pointer ot the Info structure */
183     BPTR rn_FileHandlerSegment; /* segment for a file handler */
184 }; /* RootNode */
185
186 struct DosInfo {
187     BPTR di_McName; /* Network name of this machine; currently 0 */
188     BPTR di_DevInfo; /* Device List */
189     BPTR di_Devices; /* Currently zero */
190     BPTR di_Handlers; /* Currently zero */
191     APTR di_NetHand; /* Network handler processid; currently zero */
192 }; /* DosInfo */
193
194 /* DOS Processes started from the CLI via RUN or NEWCLI have this additional
195 * set to data associated with them */
196
197 struct CommandLineInterface {
198     LONG cli_Result2; /* Value of IoErr from last command */
199     BSTR cli_SetName; /* Name of current directory */
200     BPTR cli_Commanddir; /* Lock associated with command directory */
201     LONG cli_ReturnCode; /* Return code from last command */
202     BSTR cli_CommandName; /* Name of current command */
203     LONG cli_FailLevel; /* Fail level (set by FAILAT) */
204     BSTR cli_Prompt; /* Current prompt (set by PROMPT) */
205     BPTR cli_StandardInput; /* Default (terminal) CLI input */
206     BPTR cli_CurrentInput; /* Current CLI input */
207     BSTR cli_CommandFile; /* Name of EXECUTE command file */

```

```

208     LONG cli_Interactive; /* Boolean; True if prompts required */
209     LONG cli_Background; /* Boolean; True if CLI created by RUN */
210     BPTR cli_CurrentOutput; /* Current CLI output */
211     LONG cli_DefaultStack; /* Stack size to be obtained in long words */
212     BPTR cli_StandardOutput; /* Default (terminal) CLI output */
213     BPTR cli_Module; /* SegList of currently loaded command */
214 }; /* CommandLineInterface */
215
216 /* This structure can take on different values depending on whether it is
217 * a device, an assigned directory, or a volume. Below is the structure
218 * reflecting volumes only. Following that is the structure representing
219 * only devices. Following that is the unioned structure representing all
220 * the values
221 */
222
223 /* structure representing a volume */
224 struct DeviceList {
225     BPTR dl_Next; /* bptr to next device list */
226     LONG dl_Type; /* see DLT below */
227     struct MsgPort *dl_Task; /* ptr to handler task */
228     BPTR dl_Lock; /* not for volumes */
229     struct DateStamp dl_VolumeDate; /* creation date */
230     BPTR dl_LockList; /* outstanding locks */
231     LONG dl_DiskType; /* 'DOS', etc */
232     LONG dl_unused;
233     BSTR *dl_Name; /* bptr to bcpl name */
234 };
235
236 /* device structure (same as the DeviceNode structure in filehandler.h) */
237
238 struct DevInfo {
239     BPTR dvi_Next;
240     LONG dvi_Type;
241     APTR dvi_Task;
242     BPTR dvi_Lock;
243     BSTR dvi_Handler;
244     LONG dvi_StackSize;
245     LONG dvi_Priority;
246     LONG dvi_Startup;
247     BPTR dvi_SegList;
248     BPTR dvi_GlobVec;
249     BSTR dvi_Name;
250 };
251
252 /* combined structure for devices, assigned directories, volumes */
253
254 struct DosList {
255     BPTR dol_Next; /* bptr to next device on list */
256     LONG dol_Type; /* see DLT below */
257     struct MsgPort *dol_Task; /* ptr to handler task */
258     BPTR dol_Lock;
259     union {
260         struct {
261             BSTR dol_Handler; /* file name to load if seglist is null */
262             LONG dol_StackSize; /* stacksize to use when starting process */
263             LONG dol_Priority; /* task priority when starting process */
264             ULONG dol_Startup; /* startup msg: FileSysStartupMsg for disks */
265             BPTR dol_SegList; /* already loaded code for new task */
266             BPTR dol_GlobVec; /* BCPL global vector to use when starting
267             * a process. -l indicates a C/Assembler
268             * program. */
269         } dol_handler;
270         struct {
271             struct DateStamp dol_VolumeDate; /* creation date */
272             BPTR dol_LockList; /* outstanding locks */
273             BPTR dol_DiskType; /* 'DOS', etc */
274             LONG dol_unused;
275         } dol_volume;
276     };

```

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```
277 } dol_misc;
278
279 BSTR dol_Name; /* bptr to bcpl name */
280 };
281
282
283 /* definitions for dl_Type */
284 #define DLT_DEVICE 0
285 #define DLT_DIRECTORY 1
286 #define DLT_VOLUME 2
287
288 /* a lock structure, as returned by Lock() or DupLock() */
289 struct FileLock {
290     BPTR fl_Link; /* bcpl pointer to next lock */
291     LONG fl_Key; /* disk block number */
292     LONG fl_Access; /* exclusive or shared */
293     struct MsgPort * fl_Task; /* handler task's port */
294     BPTR fl_Volume; /* bptr to a DeviceList */
295 };
296
297 #endif /* LIBRARIES_DOSEXTENS_H */
```

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```
1 #ifndef LIBRARIES_EXPANSION_H
2 #define LIBRARIES_EXPANSION_H
3 /*
4 ** $Filename: libraries/expansion.h $
5 ** $Release: 1.3 $
6 **
7 ** external definitions for expansion.library
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define EXPANSIONNAME "expansion.library"
14
15 /* flags for the AddDosNode() call */
16 #define ADNB_STARTPROC 0
17
18 #define ADNF_STARTPROC (1<<0)
19
20
21 /* correct types for C programs */
22
23 struct ConfigDev *AllocConfigDev();
24 CPTR AllocExpansionMem();
25 struct ConfigDev *FindConfigDev();
26 struct DeviceNode *MakeDosNode();
27
28 #endif /* LIBRARIES_EXPANSION_H */
```

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```
1 #ifndef LIBRARIES_EXPANSIONBASE_H
2 #define LIBRARIES_EXPANSIONBASE_H
3 /*
4 **      $Filename: libraries/expansionbase.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_LIBRARIES_H
18 #include "exec/libraries.h"
19 #endif !EXEC_LIBRARIES_H
20
21 #ifndef EXEC_INTERRUPTS_H
22 #include "exec/interrupts.h"
23 #endif !EXEC_INTERRUPTS_H
24
25 #ifndef EXEC_SEMAPHORES_H
26 #include "exec/semapores.h"
27 #endif !EXEC_SEMAPHORES_H
28
29 #ifndef LIBRARIES_CONFIGVARS_H
30 #include "libraries/configvars.h"
31 #endif !LIBRARIES_CONFIGVARS_H
32
33 #define TOTALSLOTS 256
34
35 struct ExpansionInt
36 {
37     WORD IntMask;
38     WORD ArrayMax;
39     WORD ArraySize;
40 };
41
42
43 struct ExpansionBase
44 {
45     struct Library LibNode;
46     BYTE Flags;
47     BYTE pad;
48     APTR ExecBase;
49     APTR SegList;
50     struct CurrentBinding CurrentBinding;
51     struct List BoardList;
52     struct List MountList;
53     UBYTE AllocTable[TOTALSLOTS];
54     struct SignalSemaphore BindSemaphore;
55     struct Interrupt Int2List;
56     struct Interrupt Int6List;
57     struct Interrupt Int7List;
58 };
59
60 #endif /* LIBRARIES_EXPANSIONBASE_H */
```

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```
1 #ifndef LIBRARIES_FILEHANDLER_H
2 #define LIBRARIES_FILEHANDLER_H
3 /*
4 **      $Filename: libraries/filehandler.h $
5 **      $Release: 1.3 $
6 **
7 **          device and file handler specific code for AmigaDOS
8 **
9 **      (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_PORTS_H
18 #include "exec/ports.h"
19 #endif !EXEC_PORTS_H
20
21 #ifndef LIBRARIES_DOS_H
22 #include "libraries/dos.h"
23 #endif !LIBRARIES_DOS_H
24
25
26 /* The disk "environment" is a longword array that describes the
27 * disk geometry. It is variable sized, with the length at the beginning.
28 * Here are the constants for a standard geometry.
29 */
30
31 struct DosEnvVec {
32     ULONG de_TableSize;           /* Size of Environment vector */
33     ULONG de_SizeBlock;          /* in longwords: standard value is 128 */
34     ULONG de_SecOrg;             /* not used; must be 0 */
35     ULONG de_Surfaces;           /* # of heads (surfaces). drive specific */
36     ULONG de_SectorPerBlock;     /* not used; must be 1 */
37     ULONG de_BlocksPerTrack;     /* blocks per track. drive specific */
38     ULONG de_Reserved;           /* DOS reserved blocks at start of partition */
39     ULONG de_PreAlloc;           /* DOS reserved blocks at end of partition */
40     ULONG de_Interleave;         /* usually 0 */
41     ULONG de_LowCyl;             /* starting cylinder. typically 0 */
42     ULONG de_HighCyl;            /* max cylinder. drive specific */
43     ULONG de_NumBuffers;         /* Initial # DOS of buffers */
44     ULONG de_BufMemType;         /* type of mem to allocate for buffers */
45     ULONG de_MaxTransfer;        /* Max number of bytes to transfer at a time */
46     ULONG de_Mask;               /* Address Mask to block out certain memory */
47     LONG de_BootPri;             /* Boot priority for autboot */
48     ULONG de_DosType;            /* ASCII (HEX) string showing filesystem type;
49                                * 0X444F5300 is old filesystem,
50                                * 0X444F5301 is fast file system */
51 };
52
53 /* these are the offsets into the array */
54
55 #define DE_TABLESIZE    0           /* standard value is 11 */
56 #define DE_SIZEBLOCK   1           /* in longwords: standard value is 128 */
57 #define DE_SECORG      2           /* not used; must be 0 */
58 #define DE_NUMHEADS    3           /* # of heads (surfaces). drive specific */
59 #define DE_SECSPERBLK  4           /* not used; must be 1 */
60 #define DE_BLKSPERTRACK 5          /* blocks per track. drive specific */
61 #define DE_RESERVEDBLKS 6          /* unavailable blocks at start. usually 2 */
62 #define DE_PREFAC      7           /* not used; must be 0 */
63 #define DE_INTERLEAVE   8           /* usually 0 */
64 #define DE_LOWCYL      9           /* starting cylinder. typically 0 */
65 #define DE_UPPERCYL    10          /* max cylinder. drive specific */
66 #define DE_NUMBUFFERS  11          /* starting # of buffers. typically 5 */
67 #define DE_MEMBUFTYPE  12          /* type of mem to allocate for buffers */
68 #define DE_BUFMEMTYPE  12          /* same as above, better name */
69                                /* 1 is public, 3 is chip, 5 is fast */
```

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```
70 #define DE_MAXTRANSFER 13 /* Max number bytes to transfer at a time */
71 #define DE_MASK 14 /* Address Mask to block out certain memory */
72 #define DE_BOOTPRI 15 /* Boot priority for autoboot */
73 #define DE_DOSTYPE 16 /* ASCII (HEX) string showing filesystem type;
74 * 0X444F5300 is old filesystem,
75 * 0X444F5301 is fast file system */
76
77 /* The file system startup message is linked into a device node's startup
78 ** field. It contains a pointer to the above environment, plus the
79 ** information needed to do an exec OpenDevice().
80 */
81 struct FileSysStartupMsg {
82     ULONG fssm_Unit; /* exec unit number for this device */
83     BSTR fssm_Device; /* null terminated bstring to the device name */
84     BPTR fssm_Environ; /* ptr to environment table (see above) */
85     ULONG fssm_Flags; /* flags for OpenDevice() */
86 };
87
88
89 /* The include file "libraries/dosextens.h" has a DeviceList structure.
90 * The "device list" can have one of three different things linked onto
91 * it. Dosextens defines the structure for a volume. DLT DIRECTORY
92 * is for an assigned directory. The following structure is for
93 * a dos "device" (DLT_DEVICE).
94 */
95
96 struct DeviceNode {
97     BPTR dn_Next; /* singly linked list */
98     ULONG dn_Type; /* always 0 for dos "devices" */
99     struct MsgPort *dn_Task;
100
101    BPTB dn_Lock; /* not used for devices -- leave null */
102    BSTR dn_Handler; /* filename to loadseg (if seglist is null) */
103    ULONG dnStackSize; /* stacksize to use when starting task */
104    LONG dn_Priority; /* task priority when starting task */
105    BPTB dn_Startup; /* startup msg: FileSysStartupMsg for disks */
106    BPTB dn_SegList; /* code to run to start new task (if necessary).
107 * if null then dn_Handler will be loaded. */
108
109    BPTB dn_GlobalVec; /* BCPL global vector to use when starting
110 * a task. -1 means that dn_SegList is not
111 * for a bcpl program, so the dos won't
112 * try and construct one. 0 tell the
113 * dos that you obey BCPL linkage rules,
114 * and that it should construct a global
115 * vector for you.
116
117    BSTR dn_Name; /* the node name, e.g. '\3','D','F','\3' */
118 };
119
120#endif /* LIBRARIES_FILEHANDLER_H */
```

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```
1 #ifndef LIBRARIES_MATHFFP_H
2 #define LIBRARIES_MATHFFP_H
3 /*
4 ** $Filename: libraries/mathffp.h $
5 ** $Release: 1.3 $
6 **
7 ** general floating point declarations
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef PI
14 #define PI ((float) 3.141592653589793)
15 #endif
16 #define TWO_PI (((float) 2) * PI)
17 #define PI2 (PI / ((float) 2))
18 #define PI4 (PI / ((float) 4))
19 #ifndef E
20 #define E ((float) 2.718281828459045)
21 #endif
22 #define LOG10 ((float) 2.302585092994046)
23
24 #define FPTEN ((float) 10.0)
25 #define FPONE ((float) 1.0)
26 #define FPHALF ((float) 0.5)
27 #define FPZERO ((float) 0.0)
28
29 #define trunc(x) ((int) (x))
30 #define round(x) ((int) ((x) + 0.5))
31 #define ifof(i) ((float) (i))
32
33 #define fabs SPAbs
34 #define floor SPFloor
35 #define ceil SPCeil
36
37 #define tan SPTan
38 #define atan SPAtan
39 #define cos SPCos
40 #define acos SPACos
41 #define sin SPSin
42 #define asin SPAsin
43 #define exp SPExp
44 #define pow(a,b) SPPow((b),(a))
45 #define log SPLog
46 #define log10 SPLog10
47 #define sqrt SPSqrt
48
49 #define sinh SPSinh
50 #define cosh SPCosh
51 #define tanh SPTanh
52
53
54 int SFPFix();
55 float SPFlt();
56 int SPCmp();
57 int SPTst();
58 float SPAbs();
59 float SPFloor();
60 float SPCeil();
61 #ifndef abs
62 float abs();
63 #endif
64 float SPNeg();
65 float SPAdd();
66 float SPSub();
67 float SPMul();
68 float SPDIV();
```

/* Basic math functions */

69

Sep 19 20:28 1988 libraries/mathffp.h Page 2

```
70 float    SPAsin(),   SPACos(),   SPAtan(); /* Transcendental math functions */
71 float    SPSin(),   SPCos(),   SPTan(),   SPSincos();
72 float    SPSinh(),   SPCosh(),   SPTanh();
73 float    SPExp(),    SPLog(),    SPLog10(),   SPPow();
74 float    SPSqrt(),   SPFieee();
75
76 float    afp(),     dbf();          /* Math conversion functions */
77
78 #endif /* LIBRARIES_MATHFFP_H */
```

Sep 19 20:28 1988 libraries/mathieeedp.h Page 1

```
1 #ifndef LIBRARIES_MATHIEEEDP_H
2 #define LIBRARIES_MATHIEEEDP_H
3 /*
4 **      $Filename: libraries/mathieeedp.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 */
12
13 #ifndef PI
14 #define PI      ((double) 3.141592653589793)
15 #endif PI
16
17 #define TWO_PI  (((double) 2) * PI)
18 #define PI2    (PI/((double)2))
19 #define PI4    (PI/((double)4))
20
21 #ifndef E
22 #define E      ((double) 2.718281828459045)
23 #endif E
24
25 #define LOG10  ((double) 2.302585092994046)
26 #define FPTEEN ((double) 10.0)
27 #define FPONE  ((double) 1.0)
28 #define FPHALF ((double) 0.5)
29 #define FPZERO ((double) 0.0)
30 #define trunc(x) ((int) (x))
31 #define round(x) ((int) ((x) + 0.5))
32 #define itof(i)  ((double) (i))
33
34 #define fabs   IEEEDPAbs
35 #define floor  IEEEDPFloor
36 #define ceil   IEEEDPCeil
37
38 #define tan    IEEEDPTan
39 #define atan   IEEEDPAtan
40 #define cos    IEEEDPCos
41 #define acos   IEEEDPAcos
42 #define sin    IEEEDPSin
43 #define asin   IEEEDPAsin
44 #define exp   IEEEDPExp
45 #define pow(a,b) IEEEDPPow((b),(a))
46 #define log    IEEEDPLog
47 #define log10  IEEEDPLog10
48 #define sqrt   IEEEDPSqrt
49
50 #define sinh  IEEEDPSinh
51 #define cosh  IEEEDPCosh
52 #define tanh  IEEEDPTanh
53
54
55 double   IEEEDPTan(), IEEEDPAtan();
56 double   IEEEDPCos(), IEEEDPAcos();
57 double   IEEEDPSin(), IEEEDPAsin();
58 double   IEEEDPExp(), IEEEDPLog();
59 double   IEEEDPSqrt();
60 double   IEEEDPLog10(), IEEEDPPow();
61 double   IEEEDPSincos();
62 double   IEEEDPSinh(), IEEEDPCosh(), IEEEDPTanh();
63 float    IEEEDPTieee();
64 double   IEEEDPFieee();
65
66 int     IEEEDPFix();
67 int     IEEEDPCmp(), IEEEDPTst();
68 double   IEEEDPFlt();
69 double   IEEEDPAbs();
```

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```
70 double IEEEEDPNeg();
71 double IEEEEDPAdd();
72 double IEEEEDPSub();
73 double IEEEEDPMul();
74 double IEEEEDPDiv();
75 double IEEEEDPFloor();
76 double IEEEEDPCeil();
77
78 #endif /* LIBRARIES_MATHIEEEEDP_H */
```

Sep 19 20:28 1988 libraries/mathlibrary.h Page 1

```
1 #ifndef LIBRARIES_MATHLIBRARY_H
2 #define LIBRARIES_MATHLIBRARY_H
3 /*
4 **      $Filename: libraries/mathlibrary.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **          (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 **                      All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include <exec/types.h>
15 #endif
16
17 #ifndef EXEC_LIBRARIES_H
18 #include <exec/libraries.h>
19 #endif
20
21 struct MathIEEEBase
22 {
23     struct Library MathIEEEBase_LibNode;
24     unsigned char MathIEEEBase_Flags;
25     unsigned char MathIEEEBase_reserved1;
26     unsigned short *MathIEEEBase_68881;
27     APTR MathIEEEBase_SysLib;
28     APTR MathIEEEBase_SegList;
29     struct MathIEEEResource *MathIEEEBase_Resource;
30     int (*MathIEEEBase_TaskOpenLib)();
31     int (*MathIEEEBase_TaskCloseLib)();
32     /* This structure may be extended in the future */
33 };
34 /*
35 * Math resources may need to know when a program opens or closes this
36 * library. The functions TaskOpenLib and TaskCloseLib are called when
37 * a task opens or closes this library. They are initialized to point to
38 * local initialization pertaining to 68881 stuff if 68881 resources
39 * are found. To override the default the vendor must provide appropriate
40 * hooks in the MathIEEEResource. If specified, these will be called
41 * when the library initializes.
42 */
43
44 #endif /* LIBRARIES_MATHLIBRARY_H */
```

Sep 19 20:28 1988 libraries/romboot_base.h Page 1

```
1 #ifndef LIBRARIES_ROMBOOT_BASE_H
2 #define LIBRARIES_ROMBOOT_BASE_H
3 /*
4 **      $Filename: libraries/romboot_base.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include <exec/types.h>
15 #endif
16 #ifndef EXEC_NODES_H
17 #include <exec/nodes.h>
18 #endif
19 #ifndef EXEC_LISTS_H
20 #include <exec/lists.h>
21 #endif
22 #ifndef EXEC_LIBRARIES_H
23 #include <exec/libraries.h>
24 #endif
25 #ifndef EXEC_EXECBASE_H
26 #include <exec/execbase.h>
27 #endif
28 #ifndef EXEC_EXECNAME_H
29 #include <exec/execname.h>
30 #endif
31
32 struct RomBootBase
33 {
34     struct Library LibNode;
35     struct ExecBase *ExecBase;
36     struct List BootList;
37     ULONG             Reserved[4]; /* for future expansion */
38 };
39
40 struct BootNode
41 {
42     struct Node bn_Node;
43     UWORLD bn_Flags;
44     CPTR   bn_DeviceNode;
45 };
46
47 #define ROMBOOT_NAME "romboot.library"
48
49 #endif /* LIBRARIES_ROMBOOT_BASE_H */
```

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```
1 #ifndef LIBRARIES_TRANSLATOR_H
2 #define LIBRARIES_TRANSLATOR_H
3 /*
4 **      $Filename: libraries/translator.h $
5 **      $Release: 1.3 $
6 **
7 **      Translator error return codes
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #define TR_NotUsed      -1           /* This is an oft used system rc */
14 #define TR_NoMem        -2           /* Can't allocate memory */
15 #define TR_MakeBad      -4           /* Error in MakeLibrary call */
16
17 #endif /* LIBRARIES_TRANSLATOR_H */
```

Sep 19 20:28 1988 resources/cia.h Page 1

```
1 #ifndef RESOURCES_CIA_H
2 #define RESOURCES_CIA_H
3 /*
4 ** $Filename: resources/cia.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #define CIAANAME "ciaa.resource"
14 #define CIABNAME "ciab.resource"
15
16 #endif /* RESOURCES_CIA_H */
```

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```
1 #ifndef RESOURCES_DISK_H
2 #define RESOURCES_DISK_H
3 /*
4 ** $Filename: resources/disk.h $
5 ** $Release: 1.3 $
6 **
7 ** external declarations for disc resources
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19 #endif !EXEC_LISTS_H
20
21 #ifndef EXEC_PORTS_H
22 #include "exec/ports.h"
23 #endif !EXEC_PORTS_H
24
25 #ifndef EXEC_INTERRUPTS_H
26 #include "exec/interrupts.h"
27 #endif !EXEC_INTERRUPTS_H
28
29 #ifndef EXEC_LIBRARIES_H
30 #include "exec/libraries.h"
31 #endif !EXEC_LIBRARIES_H
32
33
34 ****
35 *
36 * Resource structures
37 *
38 ****
39
40
41 struct DiscResourceUnit {
42     struct Message dru_Message;
43     struct Interrupt dru_DiscBlock;
44     struct Interrupt dru_DiscSync;
45     struct Interrupt dru_Index;
46 };
47
48 struct DiscResource {
49     struct Library dr_Library;
50     struct DiscResourceUnit dr_Current;
51     UBYTE dr_Flags;
52     UBYTE dr_pad;
53     struct Library dr_SysLib;
54     struct Library dr_CiaResource;
55     ULONG dr_UnitID[4];
56     struct List dr_Waiting;
57     struct Interrupt dr_DiscBlock;
58     struct Interrupt dr_DiscSync;
59     struct Interrupt dr_Index;
60 };
61
62 /* dr_Flags entries */
63 #define DRB_ALLOC0 0 /* unit zero is allocated */
64 #define DRB_ALLOC1 1 /* unit one is allocated */
65 #define DRB_ALLOC2 2 /* unit two is allocated */
66 #define DRB_ALLOC3 3 /* unit three is allocated */
67 #define DRB_ACTIVE 7 /* is the disc currently busy? */
68
69 #define DRF_ALLOC0 (1<<0) /* unit zero is allocated */
```

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```
70 #define DRF_ALLOC1      (1<<1) /* unit one is allocated */
71 #define DRF_ALLOC2      (1<<2) /* unit two is allocated */
72 #define DRF_ALLOC3      (1<<3) /* unit three is allocated */
73 #define DRF_ACTIVE       (1<<7) /* is the disc currently busy? */
74
75
76
77 /*****
78 */
79 * Hardware Magic
80 *
81 *****/
82
83
84 #define DSKDMAOFF      0x4000 /* idle command for dsklen register */
85
86
87 /*****
88 */
89 * Resource specific commands
90 *
91 *****/
92
93 /*
94 * DISKNAME is a generic macro to get the name of the resource.
95 * This way if the name is ever changed you will pick up the
96 * change automatically.
97 */
98
99 #define DISKNAME        "disk.resource"
100
101
102 #define DR_ALLOCUNIT    (LIB_BASE - 0*LIB_VECTSIZE)
103 #define DR_FREEUNIT     (LIB_BASE - 1*LIB_VECTSIZE)
104 #define DR_GETUNIT      (LIB_BASE - 2*LIB_VECTSIZE)
105 #define DR_GIVEUNIT     (LIB_BASE - 3*LIB_VECTSIZE)
106 #define DR_GETUNITID    (LIB_BASE - 4*LIB_VECTSIZE)
107
108
109 #define DR_LASTCOMM     (DR_GIVEUNIT)
110
111 /*****
112 */
113 * drive types
114 *
115 *****/
116
117 #define DRT_AMIGA        (0x00000000)
118 #define DRT_37422D2S    (0x55555555)
119 #define DRT_EMPTY        (0xFFFFFFFF)
120
121#endif /* RESOURCES_DISK_H */
```

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```
1 #ifndef RESOURCES_FILESYSRES_H
2 #define RESOURCES_FILESYSRES_H
3 */
4 ** $Filename: resources/filesysres.h $
5 ** $Revision: 1.0 $
6 ** $Date: 88/07/11 15:32:08 $
7 */
8 ** FileSystem.resource description
9 **
10 ** (C) Copyright 1988 Commodore-Amiga, Inc.
11 ** All Rights Reserved
12 */
13
14 #ifndef EXEC_NODES_H
15 #include "exec/nodes.h"
16#endif
17 #ifndef EXEC_LISTS_H
18 #include "exec/lists.h"
19#endif
20 #ifndef LIBRARIES_DOS_H
21 #include "libraries/dos.h"
22#endif
23
24 #define FSRNAME "FileSystem.resource"
25
26 struct FileSysResource {
27     struct Node fsr_Node;
28     char *fsr_Creator;
29     struct List fsr_FileSysEntries;
30 };
31
32 struct FileSysEntry {
33     struct Node fse_Node;
34     ULONG fse_DosType;
35     ULONG fse_Version;
36     ULONG fse_PatchFlags;
37
38
39
40     ULONG fse_Type;
41     CPTR fse_Task;
42     BPTR fse_Lock;
43     BSTR fse_Handler;
44     ULONG fse_StackSize;
45     LONG fse_Priority;
46     BPTR fse_Startup;
47     BPTR fse_SeqList;
48     BPTR fse_GlobalVec;
49
50     /* no more entries need exist than those implied by fse_PatchFlags */
51 };
52
53#endif /* RESOURCES_FILESYSRES_H */
```

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```
1 #ifndef RESOURCES_MATHRESOURCE_H
2 #define RESOURCES_MATHRESOURCE_H
3 */
4 ** $Filename: resources/mathresource.h $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include <exec/types.h>
15 #endif
16
17 #ifndef EXEC_NODES_H
18 #include <exec/nodes.h>
19 #endif
20
21 /*
22 * The 'Init' entries are only used if the corresponding
23 * bit is set in the Flags field.
24 *
25 * So if you are just a 68881, you do not need the Init stuff
26 * just make sure you have cleared the Flags field.
27 *
28 * This should allow us to add Extended Precision later.
29 *
30 * For Init users, if you need to be called whenever a task
31 * opens this library for use, you need to change the appropriate
32 * entries in MathIEEELibrary.
33 */
34
35 struct MathIEEEResource
36 {
37     struct Node MathIEEEResource_Node;
38     unsigned short MathIEEEResource_Flags;
39     unsigned short *MathIEEEResource_BaseAddr; /* ptr to 881 if exists */
40     void (*MathIEEEResource_DblBasInit)();
41     void (*MathIEEEResource_DblTransInit)();
42     void (*MathIEEEResource_SglBasInit)();
43     void (*MathIEEEResource_SglTransInit)();
44     void (*MathIEEEResource_ExtBasInit)();
45     void (*MathIEEEResource_ExtTransInit)();
46 };
47
48 /* definitions for MathIEEEResource_FLAGS */
49 #define MATHIEEEERESOURCEF_DBLBAS      (1<<0)
50 #define MATHIEEEERESOURCEF_DBLTRANS    (1<<1)
51 #define MATHIEEEERESOURCEF_SGLBAS      (1<<2)
52 #define MATHIEEEERESOURCEF_SGLTRANS    (1<<3)
53 #define MATHIEEEERESOURCEF_EXTBAS      (1<<4)
54 #define MATHIEEEERESOURCEF_EXTRANS    (1<<5)
55
56 #endif /* RESOURCES_MATHRESOURCE_H */
```

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```
1 #ifndef RESOURCES_MISC_H
2 #define RESOURCES_MISC_H
3 /*
4 ** $Filename: resources/misc.h $
5 ** $Release: 1.3 $
6 **
7 ** external declarations for misc system resources
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_LIBRARIES_H
18 #include "exec/libraries.h"
19 #endif !EXEC_LIBRARIES_H
20
21
22 ****
23 *
24 * Resource structures
25 *
26 ****
27
28 #define MR_SERIALPORT    0
29 #define MR_SERIALBITS   1
30 #define MR_PARALLELPORT 2
31 #define MR_PARALLELBITS 3
32
33 #define NUMMRTYPES        4
34
35 struct MiscResource {
36     struct Library mr_Library;
37     ULONG mr_AllocArray[NUMMRTYPES];
38 };
39
40 #define MR_ALLOCMISCRESOURCE    (LIB_BASE)
41 #define MR_FREEMISCRESOURCE    (LIB_BASE + LIB_VECSIZE)
42
43
44 #define MISCTNAME "misc.resource"
45
46 #endif /* RESOURCES_MISC_H */
```

```
1 #ifndef RESOURCES_POTGO_H
2 #define RESOURCES_POTGO_H
3 /*
4 **      $Filename: resources/potgo.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #define POTGONAME "potgo.resource"
14
15 #endif /* RESOURCES_POTGO_H */
```

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```
1 #ifndef WORKBENCH_ICON_H
2 #define WORKBENCH_ICON_H
3 /*
4 ** $Filename: workbench/icon.h $
5 ** $Release: 1.3 $
6 /**
7 ** external declarations for workbench support library
8 /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **
11 All Rights Reserved
12 */
13 /*****library structures*****
14 *
15 * library structures
16 *
17 *****/
18
19
20 #define ICONNAME "icon.library"
21
22 /*****function types*****
23 *
24 * function types
25 *
26 *****/
27
28 struct WBOBJECT *GetWBOBJECT(), *AllocWBOBJECT();
29 struct DiskObject *GetDiskObject();
30 LONG PutWBOBJECT(), PutIcon(), GetIcon(), MatchToolValue();
31 VOID FreeFreeList(), FreeWBOBJECT(), AddFreeList();
32 char *FindToolType();
33
34 #endif /* WORKBENCH_ICON_H */
```

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```
1 #ifndef WORKBENCH_STARTUP_H
2 #define WORKBENCH_STARTUP_H
3 /*
4 ** $Filename: workbench/startup.h $
5 ** $Release: 1.3 $
6 /**
7 ** /**
8 ** /**
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_PORTS_H
18 #include "exec/ports.h"
19 #endif !EXEC_PORTS_H
20
21 #ifndef LIBRARIES_DOS_H
22 #include "libraries/dos.h"
23 #endif !LIBRARIES_DOS_H
24
25 struct WBStartup {
26     struct Message    sm_Message;      /* a standard message structure */
27     struct MsgPort   *sm_Process;      /* the process descriptor for you */
28     BPTR             sm_Segment;      /* a descriptor for your code */
29     LONG              sm_NumArgs;      /* the number of elements in ArgList */
30     char *            sm_ToolWindow;   /* description of window */
31     struct WBArg   *sm_ArgList;      /* the arguments themselves */
32 };
33
34 struct WBArg {
35     BPTR             wa_Lock;        /* a lock descriptor */
36     BYTE *           wa_Name;        /* a string relative to that lock */
37 };
38
39 #endif /* WORKBENCH_STARTUP_H */
```

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```
1 #ifndef WORKBENCH_WORKBENCH_H
2 #define WORKBENCH_WORKBENCH_H
3 /*
4 **      $Filename: workbench/workbench.h $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **          All Rights Reserved
11 */
12
13 #ifndef EXEC_TYPES_H
14 #include "exec/types.h"
15 #endif !EXEC_TYPES_H
16
17 #ifndef EXEC_NODES_H
18 #include "exec/nodes.h"
19 #endif !EXEC_NODES_H
20
21 #ifndef EXEC_LISTS_H
22 #include "exec/lists.h"
23 #endif !EXEC_LISTS_H
24
25 #ifndef EXEC_TASKS_H
26 #include "exec/tasks.h"
27 #endif !EXEC_TASKS_H
28
29 #ifndef INTUITION_INTUITION_H
30 #include "intuition/intuition.h"
31 #endif !INTUITION_INTUITION_H
32
33 #define WBDISK      1
34 #define WBDRAWER    2
35 #define WBTTOOL     3
36 #define WBPROJECT   4
37 #define WBGARBAGE   5
38 #define WBDEVICE    6
39 #define WBKICK      7
40
41 struct DrawerData {
42     struct NewWindow dd_NewWindow; /* args to open window */
43     LONG dd_CurrentX; /* current x coordinate of origin */
44     LONG dd_CurrentY; /* current y coordinate of origin */
45 };
46
47 /* the amount of DrawerData actually written to disk */
48 #define DRAWERDATAFILESIZE (sizeof( struct DrawerData ))
49
50
51 struct DiskObject {
52     WORD do_Magic; /* a magic number at the start of the file */
53     WORD do_Version; /* a version number, so we can change it */
54     struct Gadget do_Gadget; /* a copy of in core gadget */
55     UBYTE do_Type;
56     char *do_DefaultTool;
57     char **do_ToolTypes;
58     LONG do_CurrentX;
59     LONG do_CurrentY;
60     struct DrawerData *do_DrawerData;
61     char *do_ToolWindow; /* only applies to tools */
62     LONG do_StackSize; /* only applies to tools */
63
64 };
65
66 #define WB_DISKMAGIC 0xe310 /* a magic number, not easily impersonated */
67 #define WB_DISKVERSION 1 /* our current version number */
68
69 struct FreeList {
```

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```
70     WORD             f1_NumFree;
71     struct List        f1_MemList;
72 };
73
74 /* each message that comes into the WorkBenchPort must have a type field
75 * in the preceeding short. These are the defines for this type
76 */
77
78 #define MTYPE_PSTD           1      /* a "standard Potion" message */
79 #define MTYPE_TOLEXIT         2      /* exit message from our tools */
80 #define MTYPE_DISKCHANGE      3      /* dos telling us of a disk change */
81 #define MTYPE_TIMER           4      /* we got a timer tick */
82 #define MTYPE_CLOSEDOWN       5      /* <unimplemented> */
83 #define MTYPE_IOPROC          6      /* <unimplemented> */
84
85 /* workbench does different complement modes for its gadgets.
86 * It supports separate images, complement mode, and backfill mode.
87 * The first two are identical to intuitions GADGIMAGE and GADGHCOMP.
88 * backfill is similar to GADGHCOMP, but the region outside of the
89 * image (which normally would be color three when complemented)
90 * is flood-filled to color zero.
91 */
92 #define GADGBACKFILL 0x0001
93
94 /* if an icon does not really live anywhere, set its current position
95 * to here
96 */
97 #define NO_ICON_POSITION (0x80000000)
98
99#endif /* WORKBENCH_WORKBENCH_H */
```

Section E

Assembly Include Files—“.i” Files

This section contains the 68000 assembly language include files from the operating system source code. Whenever the system software requires that a certain structure or constant be passed, it will be defined here. Each subsystem has its own include files. A quick example of include file usage is provided below.

This section is for reference only. Similar include files generally come on disk with whatever assembler you may choose to use with the Amiga.

WARNING: *Not all information in this section should be used in your programs. The include files contain definitions for some structure members and constants that are not supported for use by programs. In some cases these definitions are marked as private, in other cases they are not distinguished. Following the guidelines presented by Commodore-Amiga is the best way to insure compatibility with future system software releases.*

*
* A quick example of using an assembly language include file. The
* constant "RETURN FAIL" is not defined in this example, instead the
* value is pulled from the "libraries/dos.i" include file. This is
* equivalent to:

*
* moveq #20,d0
* rts

INCLUDE "libraries/dos.i"

moveq #RETURN_FAIL,D0
rts

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```
1 IFND DEVICES_AUDIO_I
2 DEVICES_AUDIO_I SET 1
3 **
4 ** $Filename: devices/audio.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_IO_I
14 INCLUDE "exec/io.i"
15 ENDC
16
17 AUDIONAME MACRO
18 DC.B 'audio.device',0
19 ENDM
20
21 ADHARD_CHANNELS EQU 4
22
23 ADALLOC_MINPREC EQU -128
24 ADALLOC_MAXPREC EQU 127
25
26 ADCMD_FREE EQU CMD_NONSTD+0
27 ADCMD_SETPREC EQU CMD_NONSTD+1
28 ADCMD_FINISH EQU CMD_NONSTD+2
29 ADCMD_PERVOL EQU CMD_NONSTD+3
30 ADCMD_LOCK EQU CMD_NONSTD+4
31 ADCMD_WAITCYCLE EQU CMD_NONSTD+5
32 ADCMDB_NOUNIT EQU 5
33 ADCMDF_NOUNIT EQU 1<<5
34 ADCMD_ALLOCATE EQU ADCMDF_NOUNIT+0
35
36 ADIOB_PERVOL EQU 4
37 ADIOF_PERVOL EQU 1<<4
38 ADIOB_SYNCCYCLE EQU 5
39 ADIOF_SYNCCYCLE EQU 1<<5
40 ADIOB_NOWAIT EQU 6
41 ADIOF_NOWAIT EQU 1<<6
42 ADIOB_WRITEMESSAGE EQU 7
43 ADIOF_WRITEMESSAGE EQU 1<<7
44
45 ADIOERR_NOALLOCATION EQU -10
46 ADIOERR_ALLOCFAILED EQU -11
47 ADIOERR_CHANNELSTOLEN EQU -12
48
49 STRUCTURE IOAudio,IO_SIZE
50 WORD ioa_AllocKey
51 APTR ioa_Data
52 ULONG ioa_Length
53 UWORD ioa_Period
54 UWORD ioa_Volume
55 UWORD ioa_Cycles
56 STRUCT ioa_WriteMsg,MN_SIZE
57 LABEL ioa_SIZEOF
58
59 ENDC ; DEVICES_AUDIO_I
```

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```
1 IFND DEVICES_BOOTBLOCK_I
2 DEVICES_BOOTBLOCK_I SET 1
3 **
4 ** $Filename: devices/bootblock.i $
5 ** $Release: 1.3 $
6 **
7 ** BootBlock definition:
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 STRUCTURE BB,0
14 STRUCT BB_ID,4 * 4 character identifier
15 LONG BB_CHKSUM * boot block checksum (balance)
16 LONG BB_DOSBLOCK * reserved for DOS patch
17 LABEL BB_ENTRY * bootstrap entry point
18 LABEL BB_SIZE
19
20 BOOTSECTS equ 2 * 1K bootstrap
21
22 BBID_DOS macro * something that is bootable
23 dc.b 'DOS',0
24 endm
25
26 BBID_KICK macro * firmware image disk
27 dc.b 'KICK'
28 endm
29
30
31 BBNNAME_DOS EQU (('D'<<24)!('O'<<16)!('S'<<8))
32 BBNNAME_KICK EQU (('K'<<24)!('I'<<16)!('C'<<8)!('K'))
33
34 ENDC ; DEVICES_BOOTBLOCK_I
```

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```
1 IFND DEVICES_CLIPBOARD_I
2 DEVICES_CLIPBOARD_I SET 1
3 **
4 ** $Filename: devices/clipboard.i $
5 ** $Release: 1.3 $
6 **
7 ** clipboard device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC
16 IFND EXEC_LISTS_I
17 INCLUDE "exec/lists.i"
18 ENDC
19 IFND EXEC_PORTS_I
20 INCLUDE "exec/ports.i"
21 ENDC
22 IFND EXEC_IO_I
23 INCLUDE "exec/io.i"
24 ENDC
25
26 DEVINIT
27
28 DEVCMD CBD_POST
29 DEVCMD CBD_CURRENTREADID
30 DEVCMD CBD_CURRENTWRITEID
31
32 CBERR_OBSOLETEID EQU 1
33
34
35 STRUCTURE ClipboardUnitPartial,0
36 STRUCT cu_Node,LN_SIZE; ; list of units
37 ULONG cu_UnitNum; ; unit number for this unit
38 ; the remaining unit data is private to the device
39
40
41 STRUCTURE IOClipReq,0
42 STRUCT io_Message,MN_SIZE
43 APTR io_Device ; device node pointer
44 APTR io_Unit ; unit (driver private)
45 UWORD io_Command ; device command
46 ; including QUICK and SATISFY
47 BYTE io_Error ; error or warning num
48 ULONG io_Actual ; number of bytes transferred
49 ULONG io_Length ; number of bytes requested
50 APTR io_Data ; either clip stream or post port
51 ULONG io_Offset ; offset in clip stream
52 LONG io_ClipID ; ordinal clip identifier
53 LABEL iocr_SIZEOF
54
55
56
57 PRIMARY_CLIP EQU 0 ; primary clip unit
58
59 STRUCTURE SatisfyMsg,0
60 STRUCT sm_Msg,MN_SIZE ; the length will be 6
61 UWORD sm_Unit ; which clip unit this is
62 LONG sm_ClipID ; the clip identifier of the post
63 LABEL satisfyMsg_SIZEOF
64
65 ENDC ; DEVICES_CLIPBOARD_I
```

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```
1 IFND DEVICES_CONSOLE_I
2 DEVICES_CONSOLE_I SET 1
3 **
4 ** $Filename: devices/console.i $
5 ** $Release: 1.3 $
6 **
7 ** Console device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_IO_I
14 INCLUDE "exec/io.i"
15 ENDC
16
17 ***** Console commands *****
18 DEVINIT
19
20 DEVCMD CD_ASKKEYMAP
21 DEVCMD CD_SETKEYMAP
22 DEVCMD CD_ASKDEFAULTKEYMAP
23 DEVCMD CD_SETDEFAULTKEYMAP
24
25
26 ***** SGR parameters
27
28 SGR_PRIMARY EQU 0
29 SGR_BOLD EQU 1
30 SGR_ITALIC EQU 3
31 SGR_UNDERSCORE EQU 4
32 SGR_NEGATIVE EQU 7
33
34 * these names refer to the ANSI standard, not the implementation
35 SGR_BLACK EQU 30
36 SGR_RED EQU 31
37 SGR_GREEN EQU 32
38 SGR_YELLOW EQU 33
39 SGR_BLUE EQU 34
40 SGR_MAGENTA EQU 35
41 SGR_CYAN EQU 36
42 SGR_WHITE EQU 37
43 SGR_DEFAULT EQU 39
44
45 SGR_BLACKBG EQU 40
46 SGR_REDBG EQU 41
47 SGR_GREENBG EQU 42
48 SGR_YELLOWBG EQU 43
49 SGR_BLUEBG EQU 44
50 SGR_MAGENTABG EQU 45
51 SGR_CYANBG EQU 46
52 SGR_WHITEBG EQU 47
53 SGR_DEFAULTBG EQU 49
54
55 * these names refer to the implementation; they are the preferred
56 * names for use with the Amiga console device.
57 SGR_CLR0 EQU 30
58 SGR_CLR1 EQU 31
59 SGR_CLR2 EQU 32
60 SGR_CLR3 EQU 33
61 SGR_CLR4 EQU 34
62 SGR_CLR5 EQU 35
63 SGR_CLR6 EQU 36
64 SGR_CLR7 EQU 37
65
66 SGR_CLR0BG EQU 40
67 SGR_CLR1BG EQU 41
68 SGR_CLR2BG EQU 42
69 SGR_CLR3BG EQU 43
```

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```
70 SGR_CLR4BG EQU 44
71 SGR_CLR5BG EQU 45
72 SGR_CLR6BG EQU 46
73 SGR_CLR7BG EQU 47
74
75
76 ***** DSR parameters
77
78 DSR_CPR EQU 6
79
80 ***** CTC parameters
81 CTC_HSETTAB EQU 0
82 CTC_HCLRTAB EQU 2
83 CTC_HCLRTABSALL EQU 5
84
85 ***** TBC parameters
86 TBC_HCLRTAB EQU 0
87 TBC_HCLRTABSALL EQU 3
88
89 ***** SM and RM parameters
90 M_LNM EQU 20 ; linefeed newline mode
91 M_ASM MACRO
92 DC.B '>1' ; auto scroll mode
93 ENDM
94 M_AWM MACRO
95 DC.B '?7' ; auto wrap mode
96 ENDM
97
98 ENDC ; DEVICES_CONSOLE_I
```

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```
1 IFND DEVICES_CONUNIT_I
2 DEVICES_CONUNIT_I SET 1
3 **
4 ** $Filename: devices/conunit.i $
5 ** $Release: 1.3 $
6 **
7 ** Console device unit definitions
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_PORTS_I
14 INCLUDE "exec/ports.i"
15 ENDC
16
17 IFND DEVICES_CONSOLE_I
18 INCLUDE "devices/console.i"
19 ENDC
20
21 IFND DEVICES_KEYMAP_I
22 INCLUDE "devices/keymap.i"
23 ENDC
24
25 IFND DEVICES_INPUTEVENT_I
26 INCLUDE "devices/inputhead.i"
27 ENDC
28
29 PMB_ASM EQU M_LNM+1 ; internal storage bit for AS flag
30 PMB_AWM EQU PMB_ASM+1 ; internal storage bit for AW flag
31 MAXTABS EQU 80
32
33
34 STRUCTURE ConUnit,MP_SIZE
35 ;----- read only variables
36 APTR cu_Window ; intuition window bound to this unit
37 WORD cu_XCP ; character position
38 WORD cu_YCP
39 WORD cu_XMax ; max character position
40 WORD cu_YMax
41 WORD cu_XRSize ; character raster size
42 WORD cu_YRSize
43 WORD cu_XROrigin ; raster origin
44 WORD cu_YROrigin
45 WORD cu_XRExtant ; raster maxima
46 WORD cu_YRExtant
47 WORD cu_XMinShrink ; smallest area intact from resize process
48 WORD cu_YMinShrink
49 WORD cu_XCCP ; cursor position
50 WORD cu_YCCP
51
52 ;----- read/write variables (writes must be protected)
53 ;----- storage for AskKeyMap and SetKeyMap
54 STRUCT cu_KeyMapStruct,km_SIZEOF
55 ;----- tab stops
56 STRUCT cu_TabStops,2*MAXTABS ; 0 at start, 0xffff at end of list
57
58 ;----- console rastport attributes
59 BYTE cu_Mask ; these must appear as in RastPort
60 BYTE cu_FgPen ;
61 BYTE cu_BgPen ;
62 BYTE cu_AOLPen ; +
63 BYTE cu_DrawMode ; these must appear as in RastPort
64 BYTE cu_AreaPtSz ; +
65 APTR cu_AreaPtn ; cursor area pattern
66 STRUCT cu_Minterms,8 ; console minterms
67 APTR cu_Font ;
68 UBYTE cu_AlgoStyle ; these must appear as in RastPort
69 UBYTE cu_TxFlags ; +
```

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```
70     UWORD cu_TxHeight      ; these must appear as in RastPort
71     UWORD cu_TxWidth       ;
72     UWORD cu_TxBaseline    ;
73     UWORD cu_TxSpacing     ;
74
75 ;----- console MODES and RAW EVENTS switches
76 STRUCT cu_Modes,<(PMB_AWM+7)/8> ; one bit per mode
77 STRUCT cu_RawEvents,<(IECLASS_MAX+7)/8>
78
79 ;----- ensure the ConsUnit structure is even
80 ODDEVEN EQU ((PMB_AWM+7)/8)+((IECLASS_MAX+7)/8)
81 IFNE ODDEVEN-((ODDEVEN/2)*2)
82     UBYTE cu_pad
83 ENDC
84
85 LABEL ConUnit_SIZEOF
86
87     ENDC ; DEVICES_CONUNIT_I
```

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```
1     IFND DEVICES_GAMEPORT_I
2 DEVICES_GAMEPORT_I SET 1
3 **
4 ** $Filename: devices/gameport.i $
5 ** $Release: 1.3 $
6 **
7 ** Game Port device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_IO_I
14 INCLUDE "exec/io.i"
15 ENDC
16
17
18 ***** GamePort commands *****
19 DEVINIT
20
21 DEVCMD GPD_READEVENT
22 DEVCMD GPD_ASKCTYPE
23 DEVCMD GPD_SETCTYPE
24 DEVCMD GPD_ASKTRIGGER
25 DEVCMD GPD_SETTRIGGER
26
27 ***** GamePort structures *****
28
29 * gpt_Keys
30 BITDEF GPT_DOWNKEYS,0
31 BITDEF GPT_UPKEYS,1
32
33 STRUCTURE GamePortTrigger,0
34     UWORD gpt_Keys      ;key transition triggers
35     UWORD gpt_Timeout   ;time trigger (vertical blank units)
36     UWORD gpt_XDelta    ;X distance trigger
37     UWORD gpt_YDelta    ;Y distance trigger
38 LABEL gpt_SIZEOF
39
40 ***** Controller Types *****
41 GPCT_ALLOCATED EQU -1 ; allocated by another user
42 GPCT_NOCONTROLLER EQU 0
43
44 GPCT_MOUSE EQU 1
45 GPCT_RELJOYSTICK EQU 2
46 GPCT_ABSJOYSTICK EQU 3
47
48
49 ***** Errors *****
50 GPDERR_SETCTYPE EQU 1 ; this controller not valid at this time
51
52     ENDC ; DEVICES_GAMEPORT_I
```

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```
1 IFND DEVICES_HARDBLOCKS_I
2 DEVICES_HARDBLOCKS_I SET 1
3 ***
4 ** $Filename: devices/hardblocks.i $
5 ** $Revision: 1.0 $
6 ** $Date: 88/07/11 15:32:58 $
7 ***
8 ** File System identifier blocks for hard disks
9 **
10 ** (C) Copyright 1988 Commodore-Amiga, Inc.
11 ** All Rights Reserved
12 **
13
14 ;
15 ;
16 ; This file describes blocks of data that exist on a hard disk
17 ; to describe that disk. They are not generically accessable to
18 ; the user as they do not appear on any DOS drive. The blocks
19 ; are tagged with a unique identifier, checksummed, and linked
20 ; together. The root of these blocks is the RigidDiskBlock.
21 ;
22 ; The RigidDiskBlock must exist on the disk within the first
23 ; RDB_LOCATION_LIMIT blocks. This inhibits the use of the zero
24 ; cylinder in an AmigaDOS partition: although it is strictly
25 ; possible to store the RigidDiskBlock data in the reserved
26 ; area of a partition, this practice is discouraged since the
27 ; reserved blocks of a partition are overwritten by "Format",
28 ; "Install", "DiskCopy", etc. The recommended disk layout,
29 ; then, is to use the first cylinder(s) to store all the drive
30 ; data specified by these blocks: i.e. partition descriptions,
31 ; file system load images, drive bad block maps, spare blocks,
32 ; etc.
33 ;
34 ; Though only 512 byte blocks are currently supported by the
35 ; file system, this proposal tries to be forward-looking by
36 ; making the block size explicit, and by using only the first
37 ; 256 bytes for all blocks but the LoadSeg data.
38 ;
39 ;
40 ;
41 ;
42 ; NOTE
43 ; optional block addresses below contain $ffffffff to indicate
44 ; a NULL address
45 ;
46 STRUCTURE RigidDiskBlock,0
47 ULONG rdb_ID ; 4 character identifier
48 ULONG rdb_SummedLongs ; size of this checksummed structure
49 LONG rdb_ChkSum ; block checksum (longword sum to zero)
50 ULONG rdb_HostID ; SCSI Target ID of host
51 ULONG rdb_BlockBytes ; size of disk blocks
52 ULONG rdb_Flags ; see below for defines
53 ; block list heads
54 ULONG rdb_BadblockList ; optional bad block list
55 ULONG rdb_PartitionList ; optional first partition block
56 ULONG rdb_FileSysHeaderList ; optional file system header block
57 ULONG rdb_DriveInit ; DriveInit(lun,rdb,ior): "C" stk & d0/a0/al
58 STRUCT rdb_Reserve,6*4 ; set to $ffffffff
59 ; physical drive characteristics
60 ULONG rdb_Cylinders ; number of drive cylinders
61 ULONG rdb_Sectors ; sectors per track
62 ULONG rdb_Heads ; number of drive heads
63 ULONG rdb_Interleave ; interleave
64 ULONG rdb_Park ; landing zone cylinder
65 STRUCT rdb_Reserve2,3*4
66 ULONG rdb_WritePreComp ; starting cylinder: write precompensation
67 ULONG rdb_ReducedWrite ; starting cylinder: reduced write current
68 ULONG rdb_StepRate ; drive step rate
```

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```
70 STRUCT rdb_Reserved3,5*4
71 ; logical drive characteristics
72 ULONG rdb_RDBBlocksLo ; low block of range reserved for hardblocks
73 ULONG rdb_RDBBlocksHi ; high block of range for these hardblocks
74 ULONG rdb_LoCylinder ; low cylinder of partitionable disk area
75 ULONG rdb_HiCylinder ; high cylinder of partitionable data area
76 ULONG rdb_CylBlocks ; number of blocks available per cylinder
77 ULONG rdb_AutoParkSeconds ; zero for no auto park
78 STRUCT rdb_Reserved4,2*4
79 ; drive identification
80 STRUCT rdb_DiskVendor,8
81 STRUCT rdb_DiskProduct,16
82 STRUCT rdb_DiskRevision,4
83 STRUCT rdb_ControllerVendor,8
84 STRUCT rdb_ControllerProduct,16
85 STRUCT rdb_ControllerRevision,4
86 STRUCT rdb_Reserved5,10*4
87 LABEL RigidDiskBlock_SIZEOF
88
89
90 IDNAME_RIGIDDDISK EQU (('R'<<24)!('D'<<16)!('S'<<8)!('K'))
91
92 RDB_LOCATION_LIMIT EQU 16
93
94 BITDEF RDBF, LAST, 0 ; no disks exist to be configured after
95 ; this one on this controller
96 BITDEF RDBF, LASTLUN, 1 ; no LUNs exist to be configured greater
97 ; than this one at this SCSI Target ID
98 BITDEF RDBF, LASTTID, 2 ; no Target IDs exist to be configured
99 ; greater than this one on this SCSI bus
100 BITDEF RDBF, NORESELECT, 3 ; don't bother trying to perform reselection
101 ; when talking to this drive
102 BITDEF RDBF, DISKID, 4 ; rdb_Disk... identification valid
103 BITDEF RDBF, CTRLRID, 5 ; rdb_Controller... identification valid
104
105
106 ;
107 STRUCTURE BadBlockEntry,0
108 ULONG bbe_BadBlock ; block number of bad block
109 ULONG bbe_GoodBlock ; block number of replacement block
110 LABEL BadBlockEntry_SIZEOF
111
112 STRUCTURE BadBlockBlock,0
113 ULONG bbb_ID ; 4 character identifier
114 ULONG bbb_SummedLongs ; size of this checksummed structure
115 LONG bbb_ChkSum ; block checksum (longword sum to zero)
116 ULONG bbb_HostID ; SCSI Target ID of host
117 ULONG bbb_Next ; block number of the next BadBlockBlock
118 ULONG bbb_Reserve
119 STRUCT bbb_BlockPairs,61*BadBlockEntry_SIZEOF ; bad block entry pairs
120 ; note 61 assumes 512 byte blocks
121 ; there is no BadBlockBlock_SIZEOF: try rdb_BlockBytes
122
123 IDNAME_BADBLOCK EQU (('B'<<24)!('A'<<16)!('D'<<8)!('B'))
124
125 ;
126 STRUCTURE PartitionBlock,0
127 ULONG pb_ID ; 4 character identifier
128 ULONG pb_SummedLongs ; size of this checksummed structure
129 LONG pb_ChkSum ; block checksum (longword sum to zero)
130 ULONG pb_HostID ; SCSI Target ID of host
131 ULONG pb_Next ; block number of the next PartitionBlock
132 ULONG pb_Flags ; see below for defines
133 STRUCT pb_Reserve1,2*4
134 ULONG pb_DevFlags ; preferred flags for OpenDevice
135 STRUCT pb_DriveName,32 ; preferred DOS device name: BSTR form
136 ; (not used if this name is in use)
137 STRUCT pb_Reserve2,15*4 ; filler to 32 longwords
138 STRUCT pb_Environment,17*4 ; environment vector for this partition
```

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```
139     STRUCT pb_EReserved,15*4 ; reserved for future environment vector
140     LABEL PartitionBlock_SIZEOF
141
142 IDNAME_PARTITION EQU (('P'<<24)!('A'<<16)!('R'<<8)!('T'))
143
144 BITDEF PBF,BOOTABLE,0 ; this partition is intended to be bootable
145 ; (expected directories and files exist)
146 BITDEF PBF,NOMOUNT,1 ; do not mount this partition (e.g. manually
147 ; mounted, but space reserved here)
148
149 ;
150 STRUCTURE FileSysHeaderBlock,0
151     ULONG fhb_ID ; 4 character identifier
152     ULONG fhb_SummedLongs ; size of this checksummed structure
153     LONG fhb_ChkSum ; block checksum (longword sum to zero)
154     ULONG fhb_HostID ; SCSI Target ID of host
155     ULONG fhb_Next ; block number of the next FileSysHeaderBlock
156     ULONG fhb_Flags ; see below for defines
157     STRUCT fhb_Reserved1,2*4
158     ULONG fhb_DosType ; file system description: match this with
159 ; partition environment's DE_DOSTYPE entry
160     ULONG fhb_Version ; release version of this code
161     ULONG fhb_PatchFlags ; bits set for those of the following that
162 ; need to be substituted into a standard
163 ; device node for this file system: e.g.
164 ; $180 to substitute SegList & GlobalVec
165     ULONG fhb_Type ; device node type: zero
166     ULONG fhb_Task ; standard dos "task" field: zero
167     ULONG fhb_Lock ; not used for devices: zero
168     ULONG fhb_Handler ; filename to loadseg: zero placeholder
169     ULONG fhb_StackSize ; stacksize to use when starting task
170     LONG fhb_Priority ; task priority when starting task
171     LONG fhb_Startup ; startup msg: zero placeholder
172     LONG fhb_SegListBlocks ; first of linked list of LoadSegBlocks:
173 ; note that this entry requires some
174 ; processing before substitution
175     LONG fhb_GlobalVec ; BCPL global vector when starting task
176     STRUCT fhb_Reserved2,23*4 ; (those reserved by PatchFlags)
177     STRUCT fhb_Reserved3,21*4
178     LABEL FileSysHeader_SIZEOF
179
180 IDNAME_FILESYSHEADER EQU (('F'<<24)!('S'<<16)!('H'<<8)!('D'))
181
182 ;
183 STRUCTURE LoadSegBlock,0
184     ULONG lsb_ID ; 4 character identifier
185     ULONG lsb_SummedLongs ; size of this checksummed structure
186     LONG lsb_ChkSum ; block checksum (longword sum to zero)
187     ULONG lsb_HostID ; SCSI Target ID of host
188     ULONG lsb_Next ; block number of the next FileSysBlock
189     STRUCT lsb_LoadData,123*4 ; data for "loadseg"
190 ; note 123 assumes 512 byte blocks
191 ; there is no LoadSegBlock_SIZEOF: try rdb_BlockBytes
192
193 IDNAME_LOADSEG EQU (('L'<<24)!('S'<<16)!('E'<<8)!('G'))
194
195     ENDC
```

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```
1     IFND DEVICES_INPUT_I
2     DEVICES_INPUT_I SET 1
3   **
4   ** $Filename: devices/input.i $
5   ** $Release: 1.3 $
6   **
7   ** input device command definitions
8   **
9   ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10  ** All Rights Reserved
11  **
12
13  IFND EXEC_IO_I
14  INCLUDE "exec/io.i"
15  ENDC
16
17  DEVINIT
18
19  DEVCMD IND_ADDHANDLER
20  DEVCMD IND_REMHANDLER
21  DEVCMD IND_WRITEEVENT
22  DEVCMD IND_SETHRESH
23  DEVCMD IND_SETPERIOD
24  DEVCMD IND_SETIMPORT
25  DEVCMD IND_SETMTYPE
26  DEVCMD IND_SETMTRIG
27
28  ENDC ; DEVICES_INPUT_I
```

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```
1 IFND DEVICES_INPUthead_I
2 DEVICES_INPUthead_I SET 1
3 **
4 ** $Filename: devices/inputhead.i $
5 ** $Release: 1.3 $
6 **
7 ** input event definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND DEVICES_TIMER_I
14 INCLUDE "devices/timer.i"
15 ENDI
16
17 ----- constants -----
18
19 * --- InputEvent.ie_Class ---
20 * A NOP input event
21 IECLASS_NULL EQU $00
22 * A raw keycode from the keyboard device
23 IECLASS_RAWKEY EQU $01
24 * A raw mouse report from the game port device
25 IECLASS_RAWMOUSE EQU $02
26 * A private console event
27 IECLASS_EVENT EQU $03
28 * A Pointer Position report
29 IECLASS_POINTERPOS EQU $04
30 * A timer event
31 IECLASS_TIMER EQU $06
32 * select button pressed down over a Gadget (address in ie_EventAddress)
33 IECLASS_GADGETDOWN EQU $07
34 * select button released over the same Gadget (address in ie_EventAddress)
35 IECLASS_GADGETUP EQU $08
36 * some Requester activity has taken place. See Codes REQCLEAR and REQSET
37 IECLASS_REQUESTER EQU $09
38 * this is a Menu Number transmission (Menu number is in ie_Code)
39 IECLASS_MENUlist EQU $0A
40 * User has selected the active Window's Close Gadget
41 IECLASS_CLOSEWINDOW EQU $0B
42 * this Window has a new size
43 IECLASS_SIZEWINDOW EQU $0C
44 * the Window pointed to by ie_EventAddress needs to be refreshed
45 IECLASS_REFRESHWINDOW EQU $0D
46 * new preferences are available
47 IECLASS_NEWPREFS EQU $0E
48 * the disk has been removed
49 IECLASS_DISKREMOVED EQU $0F
50 * the disk has been inserted
51 IECLASS_DISKINSERTED EQU $10
52 * the window is about to be made active
53 IECLASS_ACTIVEWINDOW EQU $11
54 * the window is about to be made inactive
55 IECLASS_INACTIVEWINDOW EQU $12
56
57 * the last class
58 IECLASS_MAX EQU $12
59
60 * --- InputEvent.ie_Code ---
61 * IECLASS_RAWKEY
62 IECODE_UP_PREFIX EQU $80
63 IECODEB_UP_PREFIX EQU 7
64 IECODE_KEY_CODE_FIRST EQU $00
65 IECODE_KEY_CODE_LAST EQU $77
66 IECODE_COMM_CODE_FIRST EQU $78
67 IECODE_COMM_CODE_LAST EQU $7F
68
69 * IECLASS_ANSI
```

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```
70 IECODE_C0_FIRST EQU $00
71 IECODE_C0_LAST EQU $1F
72 IECODE_ASCII_FIRST EQU $20
73 IECODE_ASCII_LAST EQU $7E
74 IECODE_ASCII_DEL EQU $7F
75 IECODE_C1_FIRST EQU $80
76 IECODE_C1_LAST EQU $9F
77 IECODE_LATIN1_FIRST EQU $A0
78 IECODE_LATIN1_LAST EQU $FF
79
80 * IECLASS_RAWMOUSE
81 IECODE_LBUTTON EQU $68 ; also uses IECODE_UP_PREFIX
82 IECODE_RBUTTON EQU $69 ;
83 IECODE_MBUTTON EQU $6A ;
84 IECODE_Nobutton EQU $FF
85
86 * IECLASS_EVENT
87 IECODE_NEWWINDOW EQU $01 ; active input window changed
88
89 * IECLASS_REQUESTER Codes
90 * REQSET is broadcast when the first Requester (not subsequent ones) opens
91 * in the Window
92 IECODE_REQSET EQU $01
93 * REQCLEAR is broadcast when the last Requester clears out of the Window
94 IECODE_REQCLEAR EQU $00
95
96 * --- InputEvent.ie_Qualifier ---
97 IEQUALIFIER_LSHIFT EQU $0001
98 IEQUALIFIERB_LSHIFT EQU 0
99 IEQUALIFIER_RSHIFT EQU $0002
100 IEQUALIFIERB_RSHIFT EQU 1
101 IEQUALIFIER_CAPSLOCK EQU $0004
102 IEQUALIFIERB_CAPSLOCK EQU 2
103 IEQUALIFIERB_CONTROL EQU $0008
104 IEQUALIFIER_CONTROL EQU 3
105 IEQUALIFIERB_LALT EQU $0010
106 IEQUALIFIER_LALT EQU 4
107 IEQUALIFIERB_LALT EQU $0020
108 IEQUALIFIER_RALT EQU 5
109 IEQUALIFIERB_RALT EQU 6
110 IEQUALIFIER_LCOMMAND EQU $0040
111 IEQUALIFIERB_LCOMMAND EQU 7
112 IEQUALIFIER_RCOMMAND EQU $0080
113 IEQUALIFIERB_RCOMMAND EQU 8
114 IEQUALIFIER_NUMERICPAD EQU $0100
115 IEQUALIFIERB_NUMERICPAD EQU 9
116 IEQUALIFIER_REPEAT EQU $0200
117 IEQUALIFIERB_REPEAT EQU 10
118 IEQUALIFIER_INTERRUPT EQU $0400
119 IEQUALIFIERB_INTERRUPT EQU 11
120 IEQUALIFIER_MULTIBROADCAST EQU $0800
121 IEQUALIFIERB_MULTIBROADCAST EQU 12
122 IEQUALIFIER_MIDBUTTON EQU $1000
123 IEQUALIFIERB_MIDBUTTON EQU 13
124 IEQUALIFIER_RBUTTON EQU $2000
125 IEQUALIFIERB_RBUTTON EQU 14
126 IEQUALIFIER_LEFTBUTTON EQU $4000
127 IEQUALIFIERB_LEFTBUTTON EQU 15
128 IEQUALIFIER_RELATIVEMOUSE EQU $8000
129 IEQUALIFIERB_RELATIVEMOUSE EQU 16
130
131 ----- InputEvent -----
132
133 STRUCTURE InputEvent,
134 APTR ie_NextEvent ; the chronologically next event
135 UBYTE ie_Class ; the input event class
136 UBYTE ie_SubClass ; optional subclass of the class
137 UWORD ie_Code ; the input event code
138 UWORD ie_Qualifier ; qualifiers in effect for the event
```

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```
139 LABEL ie_EventAddress ; a pointer parameter for an event
140 WORD ie_X ; the pointer position for the event,
141 WORD ie_Y ; usually in canvas relative coords
142 STRUCT ie_TimeStamp,TV_SIZE ; the system tick at the event
143 LABEL ie_SIZEOF
144
145 ENDC ; DEVICES_INPUETVENT_I
```

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```
1 IFND DEVICES_KEYBOARD_I
2 DEVICES_KEYBOARD_I SET 1
3 **
4 ** $Filename: devices/keyboard.i $
5 ** $Release: 1.3 $
6 **
7 ** Keyboard device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_IO_I
14 INCLUDE "exec/io.i"
15 ENDC
16
17 DEVINIT
18
19 DEVCMD KBD_READEVENT
20 DEVCMD KBD_READMATRIX
21 DEVCMD KBD_ADDRESETHANDLER
22 DEVCMD KBD_RESETHANDLER
23 DEVCMD KBD_RESETHANDLERDONE
24
25 ENDC ; DEVICES_KEYBOARD_I
```

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```
1 IFND    DEVICES_KEYMAP_I
2 DEVICES_KEYMAP_I      SET    1
3 **
4 **      $Filename: devices/keymap.i $
5 **      $Release: 1.3 $
6 **
7 **      keymap.resource definitions and console.device key map definitions
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **     All Rights Reserved
11 **
12
13 IFND    EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC
16 IFND    EXEC_LISTS_I
17 INCLUDE "exec/lists.i"
18 ENDC
19
20 STRUCTURE KeyMap,0
21 APTR km_LoKeyMapTypes
22 APTR km_LoKeyMap
23 APTR km_LoCapsable
24 APTR km_LoRepeatable
25 APTR km_HiKeyMapTypes
26 APTR km_HiKeyMap
27 APTR km_HiCapsable
28 APTR km_HiRepeatable
29 LABEL km_SIZEOF
30
31 STRUCTURE KeyMapNode,0
32 STRUCT kn_Node,LN_SIZE ; including name of keymap
33 STRUCT kn_KeyMap,km_SIZEOF
34 LABEL kn_SIZEOF
35
36 ,----- the structure of keymap.resource
37 STRUCTURE KeyMapResource,0
38 STRUCT kr_Node,LN_SIZE
39 STRUCT kr_List,LH_SIZE ; a list of KeyMapNodes
40 LABEL kr_SIZEOF
41
42
43 KCB_NOP    EQU    7
44 KCF_NOP    EQU    $80
45
46 KC_NOQUAL  EQU    0
47 KC_VANILLA EQU    7      ; note that SHIFT+ALT+CTRL is VANILLA
48 KCB_SHIFT   EQU    0
49 KCF_SHIFT   EQU    $01
50 KCB_ALT    EQU    1
51 KCF_ALT    EQU    $02
52 KCB_CONTROL EQU    2
53 KCF_CONTROL EQU    $04
54 KCB_DOWNUP  EQU    3
55 KCF_DOWNUP  EQU    $08
56 KCB_DEAD    EQU    5      ; may be dead or modified by dead key:
57 KCF_DEAD    EQU    $20      ; use dead prefix bytes
58
59 KCB_STRING  EQU    6
60 KCF_STRING  EQU    $40
61
62 ;----- Dead Prefix Bytes
63 DPB_MOD    EQU    0
64 DPF_MOD    EQU    $01
65 DPB_DEAD   EQU    3
66 DPF_DEAD   EQU    $08
67
68 DP_2DINDEXMASK EQU    $0F      ; mask for index for 1st of two dead keys
69 DP_2DFACSHIFT EQU    4      ; shift for factor for 1st of two dead keys
```

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```
70
71 ENDC      ; DEVICES_KEYMAP_I
```

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```
1      IFND    DEVICES_NARRATOR_I
2 DEVICES_NARRATOR_I      SET    1
3 **
4 **      $Filename: devices/narrator.i $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **     All Rights Reserved
11 **
12
13      IFND    EXEC_IO_I
14      INCLUDE "exec/io.i"
15      ENDC
16
17 *----- DEFAULT VALUES, USER PARMS, AND GENERAL CONSTANTS
18
19 DEFPITCH EQU    110      ;DEFAULT PITCH
20 DEFRATE  EQU    150      ;DEFAULT RATE
21 DEFVOL   EQU    64       ;DEFAULT VOLUME (FULL)
22 DEFFREQ  EQU    22200    ;DEFAULT SAMPLING FREQUENCY
23 NATURALFO EQU    0       ;NATURAL F0 CONTOURS
24 ROBOTICFO EQU    1       ;MONOTONE F0
25 MALE    EQU    0       ;MALE SPEAKER
26 FEMALE   EQU    1       ;FEMALE SPEAKER
27 DEFSEX   EQU    MALE    ;DEFAULT SEX
28 DEFMODE  EQU    NATURALFO ;DEFAULT MODE
29
30 *      Parameter bounds
31
32 MINRATE EQU    40      ;MINIMUM SPEAKING RATE
33 MAXRATE EQU    400     ;MAXIMUM SPEAKING RATE
34 MINPITCH EQU    65      ;MINIMUM PITCH
35 MAXPITCH EQU    320     ;MAXIMUM PITCH
36 MINFREQ EQU    5000    ;MINIMUM SAMPLING FREQUENCY
37 MAXFREQ EQU    28000    ;MAXIMUM SAMPLING FREQUENCY
38 MINVOL  EQU    0       ;MINIMUM VOLUME
39 MAXVOL  EQU    64      ;MAXIMUM VOLUME
40
41 *      Driver error codes
42
43 ND_NotUsed EQU    -1      ;
44 ND_NoMem   EQU    -2      ;Can't allocate memory
45 ND_NoAudLib EQU    -3      ;Can't open audio device
46 ND_MakeBad  EQU    -4      ;Error in Makelibrary call
47 ND_UnitErr  EQU    -5      ;Unit other than 0
48 ND_CantAlloc EQU    -6      ;Can't allocate the audio channel
49 ND_Unimpl   EQU    -7      ;Unimplemented command
50 ND_NoWrite  EQU    -8      ;Read for mouth shape without write
51 ND_Expunged EQU    -9      ;Can't open, deferred expunge bit set
52 ND_PhonErr  EQU    -20     ;Phoneme code spelling error
53 ND_RateErr  EQU    -21     ;Rate out of bounds
54 ND_PitchErr EQU    -22     ;Pitch out of bounds
55 ND_SexErr   EQU    -23     ;Sex not valid
56 ND_ModeErr  EQU    -24     ;Mode not valid
57 ND_FreqErr  EQU    -25     ;Sampling freq out of bounds
58 ND_VolErr   EQU    -26     ;Volume out of bounds
59
60
61
62 *      ;----- Write IORequest block
63 STRUCTURE NDI,IOSTD_SIZE
64     WORD    NDI_RATE      ;Speaking rate in words/minute
65     WORD    NDI_PITCH     ;Baseline pitch in Hertz
66     WORD    NDI_MODE      ;F0 mode
67     WORD    NDI_SEX       ;Speaker sex
68     APTR    NDI_CHMASKS   ;Pointer to audio channel masks
69     WORD    NDI_NUMMASKS   ;Size of channel masks array
```

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```
70     WORD    NDI_VOLUME    ;Channel volume
71     WORD    NDI_SAMPFREQ   ;Sampling frequency
72     UBYTE  NDI_MOUTHS    ;Generate mouths? (Boolean value)
73     UBYTE  NDI_CHANMASK   ;Actual channel mask used (internal use)
74     UBYTE  NDI_NUMCHAN    ;Number of channels used (internal use)
75     UBYTE  NDI_PAD        ;For alignment
76     LABEL  NDI_SIZE      ;Size of Narrator IOREquest block
77
78
79 *      ;----- Mouth read IORB
80 STRUCTURE MRB,NDI_SIZE
81     UBYTE  MRB_WIDTH     ;Mouth width
82     UBYTE  MRB_HEIGHT    ;Mouth height
83     UBYTE  MRB_SHAPE     ;Compressed shape (height/width)
84     UBYTE  MRB_PAD       ;Alignment
85     LABEL  MRB_SIZE      ;Alignment
86
87     ENDC    ; DEVICES_NARRATOR_I
```

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```
1 IFND    DEVICES_PARALLEL_I
2 DEVICES_PARALLEL_I      SET    I
3 **
4 **      $Filename: devices/parallel.i $
5 **      $Release: 1.3 $
6 **
7 **      external declarations for Serial Port Driver
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **     All Rights Reserved
11 **
12
13 IFND    EXEC_IO_I
14 include "exec/io.i"
15 ENDC    ; EXEC_IO_I
16
17 *
18 *
19 * Driver error definitions
20 *
21 *
22
23 ParErr_DevBusy      EQU    1
24 ParErr_BufTooBig    EQU    2
25 ParErr_InvParam     EQU    3
26 ParErr_LineErr      EQU    4
27 ParErr_NotOpen      EQU    5
28 ParErr_PortReset    EQU    6
29 ParErr_InitErr      EQU    7
30
31 *
32 *
33 * Useful constants
34 *
35 *
36 *
37 PDCMD_QUERY      EQU    CMD_NONSTD
38 PDCMD_SETPARAMS   EQU    CMD_NONSTD+1
39 Par_DEVFINISH     EQU    10      ; number of device commands
40 *
41 *
42 *
43 * Driver Specific Commands
44 *
45 *
46
47 PARALLELNAME: MACRO
48 dc.b    'parallel.device',0
49 ds.w    0
50 ENDM
51
52 BITDEF PAR,SHARED,5      ; PARFLAGS non-exclusive access
53 BITDEF PAR,RAD_BOOGIE,3  ;      "      (not yet implemented)
54 BITDEF PAR,EOFMODE,1     ;      "      EOF mode enabled bit
55 BITDEF IOPAR,QUEUED,6    ; IO_FLAGS rqst-queued bit
56 BITDEF IOPAR,ABORT,5    ;      "      rqst-aborted bit
57 BITDEF IOPAR,ACTIVE,4    ;      "      rqst-qued-or-current bit
58 BITDEF IOPT,RWDIR,3     ; IO_STATUS read=0,write=1
59 BITDEF IOPT,PARSEL,2     ;      "      printer selected on the A1000
60                   ; printer selected & serial "Ring Indicator"
61                   ; on the A500/A2000. Be careful when making
62                   ; cables.
63 BITDEF IOPT,PAPEROUT,1   ;      "      paper out
64 BITDEF IOPT,PARBUSY,0    ;      "      printer in busy toggle
65 ;Note: Previous versions of this include file had bits 0 and 2 swapped
66 *
67 ****
68 STRUCTURE PTERMARRAY,0
```

E
I
12

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```
70     ULONG    PTERMARRAY_0
71     ULONG    PTERMARRAY_1
72     LABEL    PTERMARRAY_SIZE
73
74 ****
75 * CAUTION !!! IF YOU ACCESS the parallel.device, you MUST (!!!) use an
76 * IOEXTPAR-sized structure or you may overlay innocent memory, okay ?!
77 ****
78
79 STRUCTURE IOEXTPAR,IOSTD_SIZE
80
81 *     STRUCT    MsgNode
82 *     0        APTR    Succ
83 *     4        APTR    Pred
84 *     8        UBYTE   Type
85 *     9        UBYTE   Pri
86 *     A        APTR    Name
87 *     E        APTR    ReplyPort
88 *     12       WORD    MNLength
89 *     STRUCT    IOExt
90 *     14       APTR    IO_DEVICE
91 *     18       APTR    IO_UNIT
92 *     1C       WORD    IO_COMMAND
93 *     1E       UBYTE   IO_FLAGS
94 *     1F       UBYTE   IO_ERROR
95 *     STRUCT    IOStdExt
96 *     20       ULONG   IO_ACTUAL
97 *     24       ULONG   IO_LENGTH
98 *     28       APTR    IO_DATA
99 *     2C       ULONG   IO_OFFSET
100 *
101
102 *
103 *     30
104     ULONG    IO_PEXTFLAGS ; (not used) flag extension area
105     UBYTE   IO_PARSTATUS ; device status (see bit defs above)
106     UBYTE   IO_PARFLAGS ; see PARFLAGS bit definitions above
107     STRUCT    IO_PTERMARRAY,PTERMARRAY_SIZE ; termination char array
108     LABEL    IOEXTPar_SIZE
109
110 ****
111
112 ENDC    ; DEVICES_PARALLEL_I
```

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```
1 IFND DEVICES_PRINTER_I
2 DEVICES_PRINTER_I SET 1
3 **
4 ** $Filename: devices/printer.i $
5 ** $Release: 1.3 $
6 **
7 ** printer device command definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDI
16
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDI
20
21 IFND EXEC_PORTS_I
22 INCLUDE "exec/ports.i"
23 ENDI
24
25 IFND EXEC_IO_I
26 INCLUDE "exec/io.i"
27 ENDI
28
29 DEVINIT
30
31 DEVCMD PRD_RAWWRITE
32 DEVCMD PRD_PRTCOMMAND
33 DEVCMD PRD_DUMPRPORT
34 DEVCMD PRD_QUERY
35
36 ;***** printer definitions
37 aRIS EQU 0 ; ESCc reset ISO
38 aRIN EQU 1 ; ESC#1 initialize ++++
39 aIND EQU 2 ; ESCD lf ISO
40 aNEL EQU 3 ; ESCE return,lf ISO
41 aRI EQU 4 ; ESCM reverse lf ISO
42
43 aSGR0 EQU 5 ; ESC[0m normal char set ISO
44 aSGR3 EQU 6 ; ESC[3m italics on ISO
45 aSGR23 EQU 7 ; ESC[23m italics off ISO
46 aSGR4 EQU 8 ; ESC[4m underline on ISO
47 aSGR24 EQU 9 ; ESC[24m underline off ISO
48 aSGR1 EQU 10 ; ESC[1m boldface on ISO
49 aSGR22 EQU 11 ; ESC[22m boldface off ISO
50 aSFC EQU 12 ; SGR30-39 set foreground color ISO
51 aSBC EQU 13 ; SGR40-49 set background color ISO
52
53 aSHORP0 EQU 14 ; ESC[0w normal pitch DEC
54 aSHORP2 EQU 15 ; ESC[2w elite on DEC
55 aSHORP1 EQU 16 ; ESC[1w elite off DEC
56 aSHORP4 EQU 17 ; ESC[4w condensed fine on DEC
57 aSHORP3 EQU 18 ; ESC[3w condensed off DEC
58 aSHORP6 EQU 19 ; ESC[6w enlarged on DEC
59 aSHORP5 EQU 20 ; ESC[5w enlarged off DEC
60
61 aDEN6 EQU 21 ; ESC[6"z shadow print on DEC (sort of)
62 aDEN5 EQU 22 ; ESC[5"z shadow print off DEC
63 aDEN4 EQU 23 ; ESC[4"z doublestrike on DEC
64 aDEN3 EQU 24 ; ESC[3"z doublestrike off DEC
65 aDEN2 EQU 25 ; ESC[2"z NLQ on DEC
66 aDEN1 EQU 26 ; ESC[1"z NLQ off DEC
67
68 aSUS2 EQU 27 ; ESC[2v superscript on +++
69 aSUS1 EQU 28 ; ESC[1v superscript off +++

```

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```
70 aSUS4 EQU 29 ; ESC[4v subscript on ++++
71 aSUS3 EQU 30 ; ESC[3v subscript off ++++
72 aSUS0 EQU 31 ; ESC[0v normalize the line ++++
73 aPLU EQU 32 ; ESCL partial line up ISO
74 aPLD EQU 33 ; ESCL partial line down ISO
75
76 aFNT0 EQU 34 ; ESC(B US char set or Typeface 0 (default)
77 aFNT1 EQU 35 ; ESC(R French char set or Typeface 1
78 aFNT2 EQU 36 ; ESC(K German char set or Typeface 2
79 aFNT3 EQU 37 ; ESC(A UK char set or Typeface 3
80 aFNT4 EQU 38 ; ESC(E Danish I char set or Typeface 4
81 aFNT5 EQU 39 ; ESC(H Sweden char set or Typeface 5
82 aFNT6 EQU 40 ; ESC(Y Italian char set or Typeface 6
83 aFNT7 EQU 41 ; ESC(Z Spanish char set or Typeface 7
84 aFNT8 EQU 42 ; ESC(J Japanese char set or Typeface 8
85 aFNT9 EQU 43 ; ESC(6 Norwegian char set or Typeface 9
86 aFNT10 EQU 44 ; ESC(C Danish II char set or Typeface 10
87
88 ; Suggested typefaces are:
89 ;
90 ; 0 - default typeface.
91 ; 1 - Line Printer or equiv.
92 ; 2 - Pica or equiv.
93 ; 3 - Elite or equiv.
94 ; 4 - Helvetica or equiv.
95 ; 5 - Times Roman or equiv.
96 ; 6 - Gothic or equiv.
97 ; 7 - Script or equiv.
98 ; 8 - Prestige or equiv.
99 ; 9 - Caslon or equiv.
100 ; 10 - Orator or equiv.
101 ;
102
103 aPROP2 EQU 45 ; ESC[2p proportional on +++
104 aPROP1 EQU 46 ; ESC[1p proportional off +++
105 aPROP0 EQU 47 ; ESC[0p proportional clear +++
106 aTSS EQU 48 ; ESC[n E set proportional offset ISO
107 aJFY5 EQU 49 ; ESC[5 F auto left justify ISO
108 aJFY7 EQU 50 ; ESC[7 F auto right justify ISO
109 aJFY6 EQU 51 ; ESC[6 F auto full justify ISO
110 aJFY0 EQU 52 ; ESC[0 F auto justify off ISO
111 aJFY2 EQU 53 ; ESC[2 F word space(auto center) ISO (special)
112 aJFY3 EQU 54 ; ESC[3 F letter space (justify) ISO (special)
113
114 aVERP0 EQU 55 ; ESC[0z 1/8" line spacing +++
115 aVERP1 EQU 56 ; ESC[1z 1/6" line spacing +++
116 aSLPP EQU 57 ; ESC[n set form length n DEC
117 aPERF EQU 58 ; ESC[nq perf skip n (n>0) +++
118 aPERFO EQU 59 ; ESC[0q perf skip off +++
119
120 aLMS EQU 60 ; ESC#9 Left margin set +++
121 aRMS EQU 61 ; ESC#0 Right margin set +++
122 aTMS EQU 62 ; ESC#8 Top margin set +++
123 aBMS EQU 63 ; ESC#2 Bottom marg set +++
124 aSTBM EQU 64 ; ESC[Pn1;Pn2r T&B margins DEC
125 aSLRM EQU 65 ; ESC[Pn1;Pn2s L&R margin DEC
126 aCAM EQU 66 ; ESC#3 Clear margins +++
127
128 aHTS EQU 67 ; ESCH Set horiz tab ISO
129 aVTS EQU 68 ; ESCJ Set vertical tabs ISO
130 aTBC0 EQU 69 ; ESC[0g Clr horiz tab ISO
131 aTBC3 EQU 70 ; ESC[3g Clear all h tab ISO
132 aTBC1 EQU 71 ; ESC[1g Clr vertical tabs ISO
133 aTBC4 EQU 72 ; ESC[4g Clr all v tabs ISO
134 aTBCALL EQU 73 ; ESC#4 Clr all h & v tabs +++
135 aTBSCALL EQU 74 ; ESC#5 Set default tabs +++
136 aEXTEND EQU 75 ; ESC[Pn"x extended commands +++
137
138 aRAW EQU 76 ; ESC[Pn"r Next 'Pn' chars are raw +++

```

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```
139
140
141 STRUCTURE IOPrtCmdReq, IO_SIZE
142     WORD io_PrtCommand ; printer command
143     BYTE io_Parm0 ; first command parameter
144     BYTE io_Parm1 ; second command parameter
145     BYTE io_Parm2 ; third command parameter
146     BYTE io_Parm3 ; fourth command parameter
147     LABEL iopcr_SIZEOF
148
149 STRUCTURE IODRPReq, IO_SIZE
150     PTR io_RastPort ; raster port
151     PTR io_ColorMap ; color map
152     ULONG io_Modes ; graphics viewport modes
153     WORD io_SrcX ; source x origin
154     WORD io_SrcY ; source y origin
155     WORD io_SrcWidth ; source x width
156     WORD io_SrcHeight ; source x height
157     LONG io_DestCols ; destination x width
158     LONG io_DestRows ; destination y height
159     WORD io_Special ; option flags
160     LABEL iodrpr_SIZEOF
161
162 SPECIAL_MILCOLS EQU $0001 ; DestCols specified in 1/1000"
163 SPECIAL_MILROWS EQU $0002 ; DestRows specified in 1/1000"
164 SPECIAL_FULLCOLS EQU $0004 ; make DestCols maximum possible
165 SPECIAL_FULLROWS EQU $0008 ; make DestRows maximum possible
166 SPECIAL_FRACCOLS EQU $0010 ; DestCols is fraction of FULLCOLS
167 SPECIAL_FRACTION EQU $0020 ; DestRows is fraction of FULLROWS
168 SPECIAL_CENTER EQU $0040 ; center image on paper
169 SPECIAL_ASPECT EQU $0080 ; ensure correct aspect ratio
170 SPECIAL_DENSITY1 EQU $0100 ; lowest resolution (dpi)
171 SPECIAL_DENSITY2 EQU $0200 ; next res
172 SPECIAL_DENSITY3 EQU $0300 ; next res
173 SPECIAL_DENSITY4 EQU $0400 ; next res
174 SPECIAL_DENSITY5 EQU $0500 ; next res
175 SPECIAL_DENSITY6 EQU $0600 ; next res
176 SPECIAL_DENSITY7 EQU $0700 ; highest res
177 SPECIAL_NOFORMFEED EQU $0800 ; don't eject paper after gfx prints
178 SPECIAL_TRUSTME EQU $1000 ; don't reset on gfx prints
179 ;
180 ; Compute print size, set 'io_DestCols' and 'io_DestRows' in the calling
181 ; program's 'IODRPReq' structure and exit, don't print. This allows the
182 ; calling program to see what the final print size would be in printer
183 ; pixels. Note that it modifies the 'io_DestCols' and 'io_DestRows'
184 ; fields of your 'IODRPReq' structure. Also, set the print density and
185 ; update the 'MaxXDots', 'MaxYDots', 'XDotsInch', and 'YDotsInch' fields
186 ; of the 'PrinterExtendedData' structure.
187 ;
188 SPECIAL_NOPRINT EQU $2000 ; see above
189
190 PDERR_NOERR EQU 0 ; clean exit, no errors
191 PDERR_CANCEL EQU 1 ; user cancelled print
192 PDERR_NOTGRAPHICS EQU 2 ; printer cannot output graphics
193 PDERR_INVERTHAM EQU 3 ; OBSOLETE
194 PDERR_BADDIMENSION EQU 4 ; print dimensions illegal
195 PDERR_DIMENSIONOVFLOW EQU 5 ; OBSOLETE
196 PDERR_INTERNALMEMORY EQU 6 ; no memory for internal variables
197 PDERR_BUFFERMEMORY EQU 7 ; no memory for print buffer
198 ;
199 ; Note : this is an internal error that can be returned from the render
200 ; function to the printer device. It is NEVER returned to the user.
201 ; If the printer device sees this error it converts it 'PDERR_NOERR'
202 ; and exits gracefully. Refer to the document on
203 ; 'How to Write a Graphics Printer Driver' for more info.
204 ;
205 PDERR_TOOKCONTROL EQU 8 ; I took control in case 0 of render
206
207 ; internal use
```

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```
208 SPECIAL_DENSITYMASK EQU $0700 ; masks out density values
209 SPECIAL_DIMENSIONSMASK EQU SPECIAL_MILCOLS!SPECIAL_MILROWS!SPECIAL_FULLCOLS!SPE
210
211     ENDC ; DEVICES_PRINTER_I
```

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```
1 IFND DEVICES_PRTBASE_I
2 DEVICES_PRTBASE_I SET 1
3 **
4 ** $Filename: devices/prtbase.i $
5 ** $Release: 1.3 $
6 **
7 ** printer device data definition
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC
16 IFND EXEC_LISTS_I
17 INCLUDE "exec/lists.i"
18 ENDC
19 IFND EXEC_PORTS_I
20 INCLUDE "exec/ports.i"
21 ENDC
22 IFND EXEC_LIBRARIES_I
23 INCLUDE "exec/libraries.i"
24 ENDC
25 IFND EXEC_TASKS_I
26 INCLUDE "exec/tasks.i"
27 ENDC
28
29 IFND DEVICES_PARALLEL_I
30 INCLUDE "devices/parallel.i"
31 ENDC
32 IFND DEVICES_SERIAL_I
33 INCLUDE "devices/serial.i"
34 ENDC
35 IFND DEVICES_TIMER_I
36 INCLUDE "devices/timer.i"
37 ENDC
38 IFND LIBRARIES_DOSEXTFNS_I
39 INCLUDE "libraries/dosextens.i"
40 ENDC
41 IFND INTUITION_INTUITION_I
42 INCLUDE "intuition/intuition.i"
43 ENDC
44
45
46 STRUCTURE DeviceData,LIB_SIZE
47 APTR dd_Segment ; A0 when initialized
48 APTR dd_ExecBase ; A6 for exec
49 APTR dd_CmdVectors ; command table for device commands
50 APTR dd_CmdBytes ; bytes describing which command queue
51 WORD dd_NumCommands ; the number of commands supported
52 LABEL DeviceData_SIZEOF ; (was dd_SIZEOF)
53
54
55 *-----*
56 *----- device driver private variables -----
57 *-----*
58 du_Flags EQU LN_PRI ; various unit flags
59
60 ;----- IO_FLAGS
61 BITDEF IO_QUEUED,4 ; command is queued to be performed
62 BITDEF IO_CURRENT,5 ; command is being performed
63 BITDEF IO_SERVICING,6 ; command is being actively performed
64 BITDEF IO_DONE,7 ; command is done
65
66 ;----- du_Flags
67 BITDEF DU_STOPPED,0 ; commands are not to be performed
68
69
```

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```
70 *----- Constants -----
71 P_PRIORITY EQU 0
72 P_STKSIZE EQU $0800 ; stack size for child task
73 P_BUFSIZE EQU 256 ; size of internal buffers for text i/o
74 P_SAFESIZE EQU 128 ; safety margin for text output buffer
75
76 *----- pd_Flags -----
77 BITDEF P_IOR0,0 ; IOR0 is in use
78 BITDEF P_IOR1,1 ; IOR1 is in use
79 BITDEF P_EXPUNGED,7 ; device to be expunged when all closed
80
81 STRUCTURE PrinterData,DeviceData_SIZEOF
82 STRUCT pd_Unit,MP_SIZE ; the one and only unit
83 BPTR pd_PrinterSegment ; the printer specific segment
84 WORD pd_PrinterType ; the segment printer type
85 APTR pd_SegmentData ; the segment data structure
86 APTR pd_PrintBuf ; the raster print buffer
87 APTR pd_PWrite ; the parallel write function
88 APTR pd_PBothReady ; the parallel write function's done
89
90 IFGT IOEXTPar_SIZE-IOEXTSER_SIZE
91 STRUCT pd_IOR0,IOEXTPar_SIZE ; port I/O request 0
92 STRUCT pd_IOR1,IOEXTPar_SIZE ; and 1 for double buffering
93 ENDC
94
95 IFLE IOEXTPar_SIZE-IOEXTSER_SIZE
96 STRUCT pd_IOR0,IOEXTSER_SIZE ; port I/O request 0
97 STRUCT pd_IOR1,IOEXTSER_SIZE ; and 1 for double buffering
98 ENDC
99
100 STRUCT pd_TIOR,IOTV_SIZE ; timer I/O request
101 STRUCT pd_IORPort,MP_SIZE ; and message reply port
102 STRUCT pd_TC,TC_SIZE ; write task
103 STRUCT pd_Stk,P_STKSIZE ; and stack space
104 UBYTE pd_Flags ; device flags
105 UBYTE pd_pad
106 STRUCT pd_Preferences,pf_SIZEOF ; the latest preferences
107 UBYTE pd_PWaitEnabled ; wait function switch
108 LABEL pd_SIZEOF ; warning! this may be odd
109
110 BITDEF PPC,GFX,0 ;graphics (bit position)
111 BITDEF PPC,COLOR,1 ;color (bit position)
112
113 PPC_BWALPHA EQU $00 ;black&white alphanumerics
114 PPC_BWGFX EQU $01 ;black&white graphics
115 PPC_COLORALPHA EQU $02 ;color alphanumerics
116 PPC_COLORGFX EQU $03 ;color graphics
117
118 PPC_BW EQU 1 ;black&white only
119 PPC_YMC EQU 2 ;yellow/magenta/cyan only
120 PPC_YMC_BW EQU 3 ;yellow/magenta/cyan or black&white
121 PPC_YMCB EQU 4 ;yellow/magenta/cyan/black
122
123 PPC_4COLOR EQU $4 ;a flag for YMCA and BGRW
124 PPC_ADDITIVE EQU $8 ;not ymcab but blue/green/red/white
125 PPC_WB EQU $9 ;black&white only, 0 == BLACK
126 PPC_BGR EQU $a ;blue/green/red
127 PPC_BGR_WB EQU $b ;blue/green/red or black&white
128 PPC_BGRW EQU $c ;blue/green/red/white
129 ; The picture must be scanned once for each color component, as the
130 ; printer can only define one color at a time. ie. If 'PCC_YMC' then
131 ; first pass sends all 'Y' info to printer, second pass sends all 'M'
132 ; info, and third pass sends all C info to printer. The CalComp
133 ; PlotMaster is an example of this type of printer.
134 PCC_MULTI_PASS EQU $10 ;see explanation above
135
136 STRUCTURE PrinterExtendedData,0
137 APTR pd_PrinterName ; printer name, null terminated
138 APTR pd_Init ; called after LoadSeg
```

```

139 APTR ped_Expunge ; called before UnLoadSeg
140 APTR ped_Open ; called at OpenDevice
141 APTR ped_Close ; called at CloseDevice
142 UBYTE ped_PrinterClass ; printer class
143 UBYTE ped_ColorClass ; color class
144 UBYTE ped_MaxColumns ; number of print columns available
145 UBYTE ped_NumCharSets ; number of character sets
146 WORD ped_NumRows ; number of 'pins' in print head
147 ULONG ped_MaxXDots ; number of dots maximum in a raster dump
148 ULONG ped_MaxYDots ; number of dots maximum in a raster dump
149 WORD ped_XDotsInch ; horizontal dot density
150 WORD ped_YDotsInch ; vertical dot density
151 APTR ped_Commands ; printer text command table
152 APTR ped_DoSpecial ; special command handler
153 APTR ped_Render ; raster render function
154 LONG ped_TimeoutSecs ; good write timeout
155 ;----- the following only exists if the segment version is 33 or greater
156 APTR ped_8BitChars ;conversion strings for the extended font
157 LONG ped_PrintMode ;set if text printed, otherwise 0
158 ;----- the following only exists if the segment version is 34 or greater
159 APTR ped_ConvFunv ; ptr to conversion function for all chars
160 LABEL ped_SIZEOF
161
162 STRUCTURE PrinterSegment,0
163 ULONG ps_NextSegment ; (actually a BPTR)
164 ULONG ps_runAlert ; MOVEQ #0,D0 : RTS
165 WORD ps_Version ; segment version
166 WORD ps_Revision ; segment revision
167 LABEL ps_PED ; printer extended data
168
169 ENDC ; DEVICES_PRTBASE_I

```

```

1 IFND DEVICES_PRTGFX_I
2 DEVICES_PRTGFX_I SET 1
3 **
4 ** $Filename: devices/prtgfx.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 PCMYELLOW EQU 0 ; byte index for yellow
14 PCMMAGENTA EQU 1 ; byte index for magenta
15 PCMCYAN EQU 2 ; byte index for cyan
16 PCMBLACK EQU 3 ; byte index for black
17 PCMBLUE EQU PCMYELLOW ; byte index for blue
18 PCMGREEN EQU PCMMAGENTA ; byte index for green
19 PCMRED EQU PCMCYAN ; byte index for red
20 PCMWHITE EQU PCMBLACK ; byte index for white
21
22 STRUCTURE colorEntry,0
23 LABEL colorLong ; quick access to all of YMCA
24 LABEL colorSByte ; 1 entry for each of YMCA
25 STRUCT colorByte,4 ; ditto (except signed)
26 LABEL ce_SIZEOF
27
28 STRUCTURE PrtInfo,0
29 APTR pi_render ; PRIVATE - DO NOT USE!
30 APTR pi_rp ; PRIVATE - DO NOT USE!
31 APTR pi_temprr ; PRIVATE - DO NOT USE!
32 APTR pi_RowBuf ; PRIVATE - DO NOT USE!
33 APTR pi_HamBuf ; PRIVATE - DO NOT USE!
34 APTR pi_ColorMap ; PRIVATE - DO NOT USE!
35 APTR pi_ColorInt ; color intensities for entire row
36 APTR pi_HamInt ; PRIVATE - DO NOT USE!
37 APTR pi_Dest1Int ; PRIVATE - DO NOT USE!
38 APTR pi_Dest2Int ; PRIVATE - DO NOT USE!
39 APTR pi_Scalex ; array of scale values for X
40 APTR pi_ScalexAlt ; PRIVATE - DO NOT USE!
41 APTR pi_dmatrix ; pointer to dither matrix
42 APTR pi_TopBuf ; PRIVATE - DO NOT USE!
43 APTR pi_BotBuf ; PRIVATE - DO NOT USE!
44
45 WORD pi_RowBufSize ; PRIVATE - DO NOT USE!
46 WORD pi_HamBufSize ; PRIVATE - DO NOT USE!
47 WORD pi_ColorMapSize ; PRIVATE - DO NOT USE!
48 WORD pi_ColorIntSize ; PRIVATE - DO NOT USE!
49 WORD pi_HamIntSize ; PRIVATE - DO NOT USE!
50 WORD pi_Dest1IntSize ; PRIVATE - DO NOT USE!
51 WORD pi_Dest2IntSize ; PRIVATE - DO NOT USE!
52 WORD pi_ScalexSize ; PRIVATE - DO NOT USE!
53 WORD pi_ScalexAltSize ; PRIVATE - DO NOT USE!
54
55 WORD pi_PrefsFlags ; PRIVATE - DO NOT USE!
56 ULONG pi_special ; PRIVATE - DO NOT USE!
57 WORD pi_xstart ; PRIVATE - DO NOT USE!
58 WORD pi_ystart ; PRIVATE - DO NOT USE!
59 WORD pi_width ; source width (in pixels)
60 WORD pi_height ; PRIVATE - DO NOT USE!
61 ULONG pi_pc ; PRIVATE - DO NOT USE!
62 ULONG pi_pr ; PRIVATE - DO NOT USE!
63 WORD pi_ymult ; PRIVATE - DO NOT USE!
64 WORD pi_ymod ; PRIVATE - DO NOT USE!
65 WORD pi_ety ; PRIVATE - DO NOT USE!
66 WORD pi_xpos ; offset to start printing from
67 WORD pi_threshold ; copy of threshold value (from prefs)
68 WORD pi_tempwidth ; PRIVATE - DO NOT USE!
69 WORD pi_flags ; PRIVATE - DO NOT USE!

```

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```
70      LABEL    prtinfo_SIZEOF
71
72      ENDC    ; DEVICES_PRTGFX_I
```

Sep 28 17:08 1988 devices/scsidisk.i Page 1

```
1      IFND    DEVICES_SCSIDISK_I
2      DEVICES_SCSIDISK_I    EQU    1
3  **
4  **      $Filename: devices/scsidisk.i $
5  **      $Revision: 1.0 $
6  **      $Date: 88/07/11 15:33:14 $
7  **
8  **      SCSI exec-level device command
9  **
10 **     (C) Copyright 1988 Commodore-Amiga, Inc.
11 **          All Rights Reserved
12 **
13
14 ;
15 ;
16 ;      SCSI Command
17 ;      Several Amiga SCSI controller manufacturers are converging on
18 ;      standard ways to talk to their controllers. This include
19 ;      file describes an exec-device command (e.g. for hddisk.device)
20 ;      that can be used to issue SCSI commands
21 ;
22 ;      UNIT NUMBERS
23 ;      Unit numbers to the OpenDevice call have encoded in them which
24 ;      SCSI device is being referred to. The three decimal digits of
25 ;      the unit number refer to the SCSI Target ID (bus address) in
26 ;      the 1's digit, the SCSI logical unit (LUN) in the 10's digit,
27 ;      and the controller board in the 100's digit.
28 ;
29 ;      Examples:
30 ;          0      drive at address 0
31 ;          12     LUN 1 on multiple drive controller at address 2
32 ;          104    second controller board, address 4
33 ;          88     not valid: both logical units and addresses
34 ;          range from 0..7.
35 ;
36 ;      CAVEATS
37 ;      Original 2090 code did not support this command.
38 ;
39 ;      Commodore 2090/2090A unit numbers are different. The SCSI
40 ;      logical unit is the 100's digit, and the SCSI Target ID
41 ;      is a permuted 1's digit: Target ID 0..6 maps to unit 3..9
42 ;      (7 is reserved for the controller).
43 ;
44 ;      Examples:
45 ;          3      drive at address 0
46 ;          109    drive at address 6, logical unit 1
47 ;          1      not valid: this is not a SCSI unit. Perhaps
48 ;          it's an ST506 unit.
49 ;
50 ;      Some controller boards generate a unique name (e.g. 2090A's
51 ;      iddisk.device) for the second controller board, instead of
52 ;      implementing the 100's digit.
53 ;
54 ;      There are optional restrictions on the alignment, bus
55 ;      accessibility, and size of the data for the data phase.
56 ;      Be conservative to work with all manufacturer's controllers.
57 ;
58 ;
59
60 HD_SCSICMD    EQU    28    ; issue a SCSI command to the unit
61 ; io_Data points to a SCSICmd
62 ; io_Length is sizeof(struct SCSICmd)
63 ; io_Actual and io_Offset are not used
64
65 STRUCTURE    SCSICmd,0
66 APTR        scsi_Data    ; word aligned data for SCSI Data Phase
67 ; (optional) data need not be byte aligned
68 ; (optional) data need not be bus accessible
69 ULONG       scsi_Length ; even length of Data area
```

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```
70 ; (optional) data can have odd length  
71 ; (optional) data length can be > 2**24  
72 ULONG scsi_Actual ; actual Data used  
73 APTR scsi_Command ; SCSI Command (same options as scsi_Data)  
74 WORD scsi_CmdLength ; length of Command  
75 WORD scsi_CmdActual ; actual Command used  
76 UBYTE scsi_Flags ; includes intended data direction  
77 UBYTE scsi_Status ; SCSI status of command  
78 LABEL scsi_SIZEOF  
79  
80 ;----- scsi_Flags -----  
81 SCSIF_WRITE EQU 0 ; intended data direction is out  
82 SCSIF_READ EQU 1 ; intended data direction is in  
83  
84 ;----- SCSI io_Error values -----  
85 HFERR_SelfUnit EQU 40 ; cannot issue SCSI command to self  
86 HFERR_DMA EQU 41 ; DMA error  
87 HFERR_Phase EQU 42 ; illegal or unexpected SCSI phase  
88 HFERR_Parity EQU 43 ; SCSI parity error  
89 HFERR_SelectTimeout EQU 44 ; Select timed out  
90 HFERR_BadStatus EQU 45 ; status and/or sense error  
91  
92 ;----- OpenDevice io_Error values -----  
93 HFERR_NoBoard EQU 50 ; Open failed for non-existant board  
94  
95 ENDC ; DEVICES_SCSIDIISK_I
```

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Sep 28 17:08 1988 devices/serial.i Page 1

```
1 IFND DEVICES_SERIAL_I  
2 DEVICES_SERIAL_I SET 1  
3 **  
4 ** $Filename: devices/serial.i $  
5 ** $Release: 1.3 $  
6 **  
7 ** external declarations for the serial device  
8 **  
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.  
10 ** All Rights Reserved  
11 **  
12 IFND EXEC_IO_I  
13 include "exec/io.i"  
14 ENDC ; EXEC_IO_I  
15  
16 *-----  
17 *  
18 * Useful constants  
19 *  
20 *-----  
21 *  
22 SER_DEFAULT_CTLCHAR EQU $11130000 ; default chars for xON,xOFF  
23 ; You may change these via SETPARAMS. At this time, parity is not  
24 ; calculated for xON/xOFF characters. You must supply them with the  
25 ; desired parity.  
26  
27 *-----  
28 *-----  
29 *  
30 * Driver Specific Commands  
31  
32 SDCMD_QUERY EQU CMD_NONSTD  
33 SDCMD_BREAK EQU CMD_NONSTD+1  
34 SDCMD_SETPARAMS EQU CMD_NONSTD+2  
35  
36 SER_DEVFINISH EQU CMD_NONSTD+2 ; number of device commands  
37  
38 *-----  
39  
40 SERIALNAME: MACRO  
41 dc.b 'serial.device',0  
42 dc.w 0  
43 ENDM  
44  
45 BITDEF SER_XDISABLED,7 ; SERFLAGS xOn-xOff feature disabled bit  
46 BITDEF SER_EOFMODE,6 ; " EOF mode enabled bit  
47 BITDEF SER_SHARED,5 ; " non-exclusive access  
48 BITDEF SER_RAD_BOOGIE,4 ; " high-speed mode active  
49 BITDEF SER_QUEUEDBRK,3 ; " queue this Break ioRgst  
50 BITDEF SER_7WIRE,2 ; " RS232 7-wire protocol  
51 BITDEF SER_PARTY_ODD,1 ; " use-odd-parity bit  
52 BITDEF SER_PARTY_ON,0 ; " parity-enabled bit  
53 ;  
54 ;WARNING: The next series of BITDEFS refer to the HIGH order BYTE of  
55 ;IO_STATUS. Example usage: "BTST.B #IOST_XOFFWRITE,IO_STATUS+1(AX)"  
56 ;  
57 BITDEF IOST_XOFFREAD,4 ; IOST_HOB receive currently xOFF'ed  
58 BITDEF IOST_XOFFWRITE,3 ; " transmit currently xOFF'ed  
59 BITDEF IOST_READBREAK,2 ; " break was latest input  
60 BITDEF IOST_WROTEBREAK,1 ; " break was latest output  
61 BITDEF IOST_OVERRUN,0 ; " status word RBF overrun  
62 ;  
63 ; BITDEF's in a longword field)  
64 ; Example usage: BSET.B #SEXTB_MSPON,IO_EXTFLAGS+3(AX)  
65 ; ; IO_EXTFLAGS (extended flag longword)  
66 BITDEF SEXT_MSPON,1 ; " use mark-space parity,not odd-even  
67 BITDEF SEXT_MARK,0 ; " if mark-space, use mark  
68 *  
69 *****
```

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```
70 STRUCTURE TERMARRAY_0
71     ULONG    TERMARRAY_0
72     ULONG    TERMARRAY_1
73     LABEL    TERMARRAY_SIZE
74
75 ****
76 * CAUTION !! IF YOU ACCESS the serial.device, you MUST (!!!) use an
77 * IOEXTSER-sized structure or you may overlay innocent memory, okay ?!
78 ****
79
80 STRUCTURE IOEXTSER, IOSTD_SIZE
81
82 *   STRUCT  MsgNode
83 *     0      APTR  Succ
84 *     4      APTR  Pred
85 *     8      UBYTE Type
86 *     9      UBYTE Pri
87 *     A      APTR  Name
88 *     E      APTR  ReplyPort
89 *     12     WORD  MNLength
90 *   STRUCT  IOExt
91 *     14     APTR  IO_DEVICE
92 *     18     APTR  IO_UNIT
93 *     1C     WORD  IO_COMMAND
94 *     1E     UBYTE IO_FLAGS
95 *     1F     UBYTE IO_ERROR
96 *   STRUCT  IOSTdExt
97 *     20     ULONG IO_ACTUAL
98 *     24     ULONG IO_LENGTH
99 *     28     APTR  IO_DATA
100 *    2C     ULONG IO_OFFSET
101 *
102 *    30
103     ULONG  IO_CTLCHAR      ; control char's (order = xON,xOFF,rsvd,rsvd)
104     ULONG  IO_RBUflen      ; length in bytes of serial port's read buffer
105     ULONG  IO_EXTFLAGS     ; additional serial flags (see bitdefs above)
106     ULONG  IO_BAUD         ; baud rate requested (true baud)
107     ULONG  IO_BRKTIME      ; duration of break signal in MICROseconds
108     STRUCT  IO_TERMARRAY,TERMARRAY_SIZE ; termination character array
109     UBYTE  IO_READLEN      ; bits per read char (bit count)
110     UBYTE  IO_WRITELEN     ; bits per write char (bit count)
111     UBYTE  IO_STOPBITS     ; stopbits for read (count)
112     UBYTE  IO_SERFLAGS     ; see SERFLAGS bit definitions above
113     WORD   IO_STATUS       ; status of serial port, as follows:
114 *
115 *           BIT  ACTIVE  FUNCTION
116 *             0      ---- reserved
117 *             1      ---- reserved
118 *             2      high   Connected to parallel "select" on the A1000.
119 *                   Connected to both the parallel "select" and
120 *                   serial "ring indicator" pins on the A500 &
121 *                   A2000. Take care when making cables.
122 *             3      low    Data Set Ready
123 *             4      low    Clear To Send
124 *             5      low    Carrier Detect
125 *             6      low    Ready To Send
126 *             7      low    Data Terminal Ready
127 *             8      high   read overrun
128 *             9      high   break sent
129 *            10     high   break received
130 *            11     high   transmit x-OFF'ed
131 *            12     high   receive x-OFF'ed
132 *            13-15  reserved
133 *
134     LABEL  IOEXTSER_SIZE
135
136 ****
137
138 *
```

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```
139 *
140 * Driver error definitions
141 *
142 *
143
144 SerErr_DevBusy      EQU    1
145 SerErr_BufErr        EQU    4      ;Failed to allocate new read buffer
146 SerErr_InvParam      EQU    5
147 SerErr_LineErr        EQU    6
148 SerErr_ParityErr      EQU    9
149 SerErr_TimerErr        EQU   11      ;(See the serial/OpenDevice autodoc)
150 SerErr_BufOverflow      EQU   12
151 SerErr_NoDSR          EQU   13
152 SerErr_DetectedBreak      EQU   15
153
154
155 IFD    DEVICES_SERIAL_I_OBSOLETE
156 SER_DBAUD          EQU    9600 ;unused
157 SerErr_BaudMismatch      EQU    2 ;unused
158 SerErr_InvBaud          EQU    3 ;unused
159 SerErr_NotOpen          EQU    7 ;unused
160 SerErr_PortReset        EQU    8 ;unused
161 SerErr_InitErr          EQU   10 ;unused
162 SerErr_NoCTS           EQU   14 ;unused
163     BITDEF  IOSER,QUEUED,6 ; IO_FLAGS rqst-queued bit
164     BITDEF  IOSER,ABORT,5 ;      "      rqst-aborted bit
165     BITDEF  IOSER,ACTIVE,4 ;      "      rqst-qued-or-current bit
166 ENDIC
167
168 ENDIC ; DEVICES_SERIAL_I
```

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```
1 IFND DEVICES_TIMER_I
2 DEVICES_TIMER_I SET 1
3 **
4 ** $Filename: devices/timer.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_IO_I
14 INCLUDE "exec/io.i"
15 ENDC ; EXEC_IO_I
16
17 * unit definitions
18 UNIT_MICROHZ EQU 0
19 UNIT_VBLANK EQU 1
20
21 TIMERNAME MACRO
22 DC.B 'timer.device',0
23 DS.W 0
24 ENDM
25
26 STRUCTURE TIMEVAL,0
27 ULONG TV_SECS
28 ULONG TV_MICRO
29 LABEL TV_SIZE
30
31 STRUCTURE TIMEREQUEST,IO_SIZE
32 STRUCT IOTV_TIME,TV_SIZE
33 LABEL IOTV_SIZE
34
35 * IO_COMMAND to use for adding a timer
36 DEVINIT
37 DEVCMRD TR_ADDREQUEST
38 DEVCMRD TR_GETSYSTIME
39 DEVCMRD TR_SETSYSTIME
40
41 ENDC ; DEVICES_TIMER_I
```

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```
1 IFND DEVICES_TRACKDISK_I
2 DEVICES_TRACKDISK_I SET 1
3 **
4 ** $Filename: devices/trackdisk.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_IO_I
14 INCLUDE "exec/io.i"
15 ENDC ; EXEC_IO_I
16
17 IFND EXEC_DEVICES_I
18 INCLUDE "exec/devices.i"
19 ENDC ; EXEC_DEVICES_I
20
21 *
22 *
23 * Physical drive constants
24 *
25 *
26
27
28 * OBSOLETE -- only valid for 3 1/4" drives. Use the TD_GETNUMTRACKS command!
29 *
30 *NUMCYLS EQU 80 ; normal # of cylinders
31 *MAXCYLS EQU NUMCYLS+20 ; max # of cyls to look for
32 * ; during a calibrate
33 *NUMHEADS EQU 2
34 *NUMTRACKS EQU NUMCYLS*NUMHEADS
35
36 NUMSECS EQU 11
37 NUMUNITS EQU 4
38
39 *
40 *
41 * Useful constants
42 *
43 *
44
45
46 *** sizes before mfm encoding
47 TD_SECTOR EQU 512
48 TD_SECSHIFT EQU 9 ; log TD_SECTOR
49 * ; 2
50
51
52 *
53 *
54 * Driver Specific Commands
55 *
56 *
57
58 *** TD_NAME is a generic macro to get the name of the driver. This
59 *** way if the name is ever changed you will pick up the change
60 *** automatically.
61 ***
62 *** Normal usage would be:
63 ***
64 *** internalName: TD_NAME
65 ***
66
67 TD_NAME: MACRO
68 DC.B 'trackdisk.device',0
69 DS.W 0
```

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```
70          ENDM
71
72 BITDEF TD_EXTCOM,15
73
74 DEVINIT
75 DEVCMD TD_MOTOR           ; control the disk's motor
76 DEVCMD TD_SEEK            ; explicit seek (for testing)
77 DEVCMD TD_FORMAT           ; format disk
78 DEVCMD TD_REMOVE           ; notify when disk changes
79 DEVCMD TD_CHANGENUM        ; number of disk changes
80 DEVCMD TD_CHANGESTATE       ; is there a disk in the drive?
81 DEVCMD TD_PROTSTATUS        ; is the disk write protected?
82 DEVCMD TD_RAWREAD          ; read raw bits from the disk
83 DEVCMD TD_RAWWRITE          ; write raw bits to the disk
84 DEVCMD TD_GETDRIVETYPE      ; get the type of the disk drive
85 DEVCMD TD_GETNUMTRACKS      ; get the # of tracks on this disk
86 DEVCMD TD_ADDCHANGEINT      ; TD_REMOVE done right
87 DEVCMD TD_REMCHANGEINT      ; removes softint set by ADDCHANGEINT
88 DEVCMD TD_LASTCOMM          ; dummy placeholder for end of list
89
90
91 *
92 *
93 * The disk driver has an "extended command" facility. These commands
94 * take a superset of the normal IO Request block.
95 *
96 ETD_WRITE    EQU    (CMD_WRITE!TDF_EXTCOM)
97 ETD_READ     EQU    (CMD_READ!TDF_EXTCOM)
98 ETD_MOTOR    EQU    (TD_MOTOR!TDF_EXTCOM)
99 ETD_SEEK     EQU    (TD_SEEK!TDF_EXTCOM)
100 ETD_FORMAT   EQU    (TD_FORMAT!TDF_EXTCOM)
101 ETD_UPDATE   EQU    (CMD_UPDATE!TDF_EXTCOM)
102 ETD_CLEAR    EQU    (CMD_CLEAR!TDF_EXTCOM)
103 ETD_RAWREAD  EQU    (TD_RAWREAD!TDF_EXTCOM)
104 ETD_RAWWRITE EQU    (TD_RAWWRITE!TDF_EXTCOM)
21
105
106
107 *
108 * extended IO has a larger than normal io request block.
109 *
110
111 STRUCTURE IOEXTID,IOSTD_SIZE
112     ULONG IOTD_COUNT        ; removal/insertion count
113     ULONG IOTD_SECLABEL      ; sector label data region
114     LABEL IOTD_SIZE
115
116 *
117 * raw read and write can be synced with the index pulse. This flag
118 * in io request's IO_FLAGS field tells the driver that you want this.
119 *
120     BITDEF IOTD,INDEXSYNC,4
121
122 * labels are TD_LABELSIZE bytes per sector
123
124 TD_LABELSIZE EQU    16
125
126 *
127 * This is a bit in the FLAGS field of OpenDevice. If it is set, then
128 * the driver will allow you to open all the disks that the trackdisk
129 * driver understands. Otherwise only 3.5" disks will succeed.
130 *
131 *
132     BITDEF TD_ALLOW_NON_3_5,0
133
134 *
135 * If you set the TDB_ALLOW_NON_3_5 bit in OpenDevice, then you don't
136 * know what type of disk you really got. These defines are for the
137 * TD_GETDRIVETYPE command. In addition, you can find out how many
138 * tracks are supported via the TD_GETNUMTRACKS command.
```

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```
139 *
140 DRIVE3_5      EQU    1
141 DRIVE5_25      EQU    2
142
143 *
144 *
145 * Driver error defines
146 *
147 *
148
149 TDERR_NotSpecified EQU    20 ; general catchall
150 TDERR_NoSecHdr    EQU    21 ; couldn't even find a sector
151 TDERR_BadSecPreamble EQU    22 ; sector looked wrong
152 TDERR_BadSecID     EQU    23 ; ditto
153 TDERR_BadHdrSum    EQU    24 ; header had incorrect checksum
154 TDERR_BadSecSum    EQU    25 ; data had incorrect checksum
155 TDERR_TooFewSecs   EQU    26 ; couldn't find enough sectors
156 TDERR_BadSecHdr    EQU    27 ; another "sector looked wrong"
157 TDERR_WriteProt    EQU    28 ; can't write to a protected disk
158 TDERR_DiskChanged  EQU    29 ; no disk in the drive
159 TDERR_SeekError    EQU    30 ; couldn't find track 0
160 TDERR_NoMem         EQU    31 ; ran out of memory
161 TDERR_BadUnitNum   EQU    32 ; asked for a unit > NUMUNITS
162 TDERR_BadDriveType  EQU    33 ; not a drive that trackdisk groks
163 TDERR_DriveInUse   EQU    34 ; someone else allocated the drive
164 TDERR_PostReset    EQU    35 ; user hit reset; awaiting doom
165
166 *
167 *
168 * Public portion of unit structure
169 *
170 *
171
172 STRUCTURE TDU_PUBLICUNIT,UNIT_SIZE
173     UWORD TDU_COMP01TRACK ; track for first precomp
174     UWORD TDU_COMP10TRACK ; track for second precomp
175     UWORD TDU_COMP11TRACK ; track for third precomp
176     ULONG TDU_STEPDELAY  ; time to wait after stepping
177     ULONG TDU_SETTLEDELAY ; time to wait after seeking
178     UBYTE TDU_RETRYCNT   ; # of times to retry
179     LABEL TDU_PUBLICUNITSIZE
180
181     ENDC ; DEVICES_TRACKDISK_I
```

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```
1 IFND EXEC_ABLES_I
2 EXEC_ABLES_I SET 1
3 **
4 ** $Filename: exec/ables.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_EXCECBASE_I
18 INCLUDE "exec/execbase.i"
19 ENDC ; EXEC_EXCECBASE_I
20
21
22 *-----
23 *
24 * Interrupt Exclusion Macros
25 *
26 *-----
27
28 INT_ABLES MACRO * externals for dis/enable
29 XREF _intena
30 ENDM
31
32
33 DISABLE MACRO * [scratchReg]
34 IFC '\l'
35 MOVE.W #$04000,_intena *(NOT IF_SETCLR)+IF_INTEN
36 ADDQ.B #1, IDNestCnt(A6)
37 ENDC
38 IFNC '\l'
39 MOVE.L 4,\l
40 MOVE.W #$04000,_intena *(NOT IF_SETCLR)+IF_INTEN
41 ADDQ.B #1, IDNestCnt(\l)
42 ENDC
43 ENDM
44
45
46 ENABLE MACRO * [scratchReg]
47 IFC '\l'
48 SUBQ.B #1, IDNestCnt(A6)
49 BGE.S ENABLE\@
50 MOVE.W #$0C000,_intena *IF_SETCLR+IF_INTEN
51 ENABLE\@:
52 ENDC
53 IFNC '\l'
54 MOVE.L 4,\l
55 SUBQ.B #1, IDNestCnt(\l)
56 BGE.S ENABLE\@
57 MOVE.W #$0C000,_intena
58 ENABLE\@:
59 ENDC
60 ENDM
61
62
63 *-----
64 *
65 * Tasking Exclusion Macros
66 *
67 *-----
68
69 TASK_ABLES MACRO
```

E
22

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```
70 * INCLUDE "execbase.i" for TDNestCnt offset
71 XREF _LVOPermit
72 ENDM
73
74
75 FORBID MACRO
76 IFC '\l'
77 ADDQ.B #1, TDNestCnt(A6)
78 ENDC
79 IFNC '\l'
80 MOVE.L 4,\l
81 ADDQ.B #1, TDNestCnt(\l)
82 ENDC
83 ENDM
84
85
86 PERMIT MACRO
87 IFC '\l'
88 JSR _LVOPermit(A6)
89 ENDC
90 IFNC '\l'
91 MOVE.L A6,-(SP)
92 MOVE.L 4,A6
93 JSR _LVOPermit(A6)
94 MOVE.L -(SP)+,A6
95 ENDC
96 ENDM
97
98 ENDC ; EXEC_ABLES_I
```

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```
1 IFND EXEC_ALERTS_I
2 EXEC_ALERTS_I SET 1
3 ***
4 ** $Filename: exec/alerts.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 ***
12 BITDEF S,ALERTWACK,1 * in ExecBase.SysFlags
13
14
15 ****
16 ****
17 *
18 * Format of the alert error number:
19 *
20 * +-----+
21 * |D| SubSysId | General Error | SubSystem Specific Error |
22 * +-----+
23 *
24 * D: DeadEnd alert
25 * SubSysId: indicates ROM subsystem number.
26 * General Error: roughly indicates what the error was
27 * Specific Error: indicates more detail
28 ****
29
30 *
31 * Use this macro for causing an alert. THIS MACRO MAY CHANGE!
32 * It is very sensitive to memory corruption.... like stepping on
33 * location 4! But it should work for now.
34 *
35 ALERT macro (alertNumber, paramArray, scratch)
36 movem.l d7/a5/a6,-(sp)
37 move.l #\1,d7
38 IFNC '\2'
39 lea \2,a5
40 ENDC
41 move.l 4,a6 ; (use proper name!!!)
42 jsr _LVOAlert(a6)
43 movem.l (sp)+,d7/a5/a6
44 endm
45
46 ****
47 ****
48 *
49 * General Dead-End Alerts
50 *
51 * For example: timer.device cannot open math.library:
52 *
53 * ALERT (AN_TimerDev!AG_OpenLib!AO_MathLib),(A0),A1
54 *
55 ****
56
57 ;---- alert types
58 AT_DeadEnd equ $80000000
59 AT_Recovery equ $00000000
60
61 ;---- general purpose alert codes
62 AG_NoMemory equ $00010000
63 AG_MakeLib equ $00020000
64 AG_OpenLib equ $00030000
65 AG_OpenDev equ $00040000
66 AG_OpenRes equ $00050000
67 AG_IOError equ $00060000
68 AG_NoSignal equ $00070000
69
```

E
1
23

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```
70 ;---- alert objects:
71 AO_ExecLib equ $00008001
72 AO_GraphicsLib equ $00008002
73 AO_LayersLib equ $00008003
74 AO_Intuition equ $00008004
75 AO_MathLib equ $00008005
76 AO_ClistLib equ $00008006
77 AO_DOSLib equ $00008007
78 AO_RAMLib equ $00008008
79 AO_IconLib equ $00008009
80 AO_ExpansionLib equ $0000800A
81 AO_AudioDev equ $00008010
82 AO_ConsoleDev equ $00008011
83 AO_GamePortDev equ $00008012
84 AO_KeyboardDev equ $00008013
85 AO_TrackDiskDev equ $00008014
86 AO_TimerDev equ $00008015
87 AO_CIARsrc equ $00008020
88 AO_DiskRsrc equ $00008021
89 AO_MiscRsrc equ $00008022
90 AO_BootStrap equ $00008030
91 AO_Workbench equ $00008031
92
93
94 ****
95 *
96 * Specific Dead-End Alerts:
97 *
98 * For example: exec.library -- corrupted memory list
99 *
100 * ALERT AN_MemCorrupt,(A0),A1
101 *
102 ****
103
104 ;---- exec.library
105 AN_ExecLib equ $01000000 ; 68000 exception vector checksum
106 AN_ExcptVect equ $81000001 ; execbase checksum
107 AN_BaseChkSum equ $81000002 ; library checksum failure
108 AN_LibChkSum equ $81000003 ; no memory to make library
109 AN_LibMem equ $81000004 ; corrupted memory list
110 AN_MemCorrupt equ $81000005 ; no memory for interrupt servers
111 AN_IntrMem equ $81000006 ; InitStruct() of an APTR source
112 AN_InitAPTR equ $81000007 ; a semaphore is in illegal state
113 AN_SemCorrupt equ $81000008 ; freeing memory that is already free
114 AN_FreeTwice equ $81000009 ; illegal 68k exception taken
115 AN_BogusExcept equ $8100000A
116
117 ;---- graphics.library
118 AN_GraphicsLib equ $02000000 ; graphics out of memory
119 AN_GfxNoMem equ $82010000 ; long frame, no memory
120 AN_LongFrame equ $82010006 ; short frame, no memory
121 AN_ShortFrame equ $82010007 ; text, no memory for TmpRas
122 AN_TextTmpRas equ $02010009 ; BltBitmap, no memory
123 AN_BltBitmap equ $8201000A ; regions, memory not available
124 AN_RegionMemory equ $8201000B ; MakeVPort, no memory
125 AN_MakeVPort equ $82010030 ; emergency memory not available
126 AN_GfxNoLCM equ $82011234
127
128 ;---- layers.library
129 AN_LayersLib equ $03000000 ; layers out of memory
130 AN_LayersNoMem equ $83010000
131
132 ;---- intuition.library
133 AN_Intuition equ $04000000 ; unknown gadget type
134 AN_GadgetType equ $84000001 ; Recovery form of AN_GadgetType
135 AN_BadGadget equ $04000001 ; create port, no memory
136 AN_CreatePort equ $84010002 ; item plane alloc, no memory
137 AN_ItemAlloc equ $04010003 ; sub alloc, no memory
138 AN_SubAlloc equ $04010004
```

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139 AN_PlaneAlloc equ \$84010005 ; plane alloc, no memory
140 AN_ItemBoxTop equ \$84000006 ; item box top < RelZero
141 AN_OpenScreen equ \$84010007 ; open screen, no memory
142 AN_OpenScrnRast equ \$84010008 ; open screen, raster alloc, no memory
143 AN_SysScrnType equ \$84000009 ; open sys screen, unknown type
144 AN_AddSWGadget equ \$8401000A ; add SW gadgets, no memory
145 AN_OpenWindow equ \$8401000B ; open window, no memory
146 AN_BadState equ \$8400000C ; Bad State Return entering Intuition
147 AN_BadMessage equ \$8400000D ; Bad Message received by IDCMP
148 AN_WeirdEcho equ \$8400000E ; Weird echo causing incomprehension
149 AN_NoConsole equ \$8400000F ; couldn't open the Console Device
150
151 ;----- math.library
152 AN_MathLib equ \$05000000
153
154 ;----- clist.library
155 AN_ClistLib equ \$06000000
156
157 ;----- dos.library
158 AN_DOSLib equ \$07000000
159 AN_StartMem equ \$07010001 ; no memory at startup
160 AN_EndTask equ \$07000002 ; EndTask didn't
161 AN_QPktFail equ \$07000003 ; Qpkt failure
162 AN_AsyncPkt equ \$07000004 ; Unexpected packet received
163 AN_FreeVec equ \$07000005 ; Freevec failed
164 AN_DiskBlkSeq equ \$07000006 ; Disk block sequence error
165 AN_BitMap equ \$07000007 ; Bitmap corrupt
166 AN_KeyFree equ \$07000008 ; Key already free
167 AN_BadChkSum equ \$07000009 ; Invalid checksum
168 AN_DiskError equ \$0700000A ; Disk Error
169 AN_KeyRange equ \$0700000B ; Key out of range
170 AN_BadOverlay equ \$0700000C ; Bad overlay
171
172 ;----- ramlib.library
173 AN_RAMLib equ \$08000000
24 174 AN_BadSegList equ \$08000001 ; overlays are illegal for library segments
175
176 ;----- icon.library
177 AN_IconLib equ \$09000000
178
179 ;----- expansion.library
180 AN_ExpansionLib equ \$0A000000
181 AN_BadExpansionFree equ \$0A000001
182
183 ;----- audio.device
184 AN_AudioDev equ \$10000000
185
186 ;----- console.device
187 AN_ConsoleDev equ \$11000000
188
189 ;----- gameport.device
190 AN_GamePortDev equ \$12000000
191
192 ;----- keyboard.device
193 AN_KeyboardDev equ \$13000000
194
195 ;----- trackdisk.device
196 AN_TrackDiskDev equ \$14000000
197 AN_TDCalibSeek equ \$14000001 ; calibrate: seek error
198 AN_TDDelay equ \$14000002 ; delay: error on timer wait
199
200 ;----- timer.device
201 AN_TimerDev equ \$15000000
202 AN_TMBadReq equ \$15000001 ; bad request
203 AN_TMBadSupply equ \$15000002 ; power supply does not supply ticks
204
205 ;----- cia.resource
206 AN_CIARsrc equ \$20000000
207

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208 ;----- disk.resource
209 AN_DiskRsrc equ \$21000000
210 AN_DRHasDisk equ \$21000001 ; get unit: already has disk
211 AN_DRIntNoAct equ \$21000002 ; interrupt: no active unit
212
213 ;----- misc.resource
214 AN_MiscRsrc equ \$22000000
215
216 ;----- bootstrap
217 AN_BootStrap equ \$30000000
218 AN_BootError equ \$30000001 ; boot code returned an error
219
220 ;----- workbench
221 AN_Workbench equ \$31000000
222
223 ;----- DiskCopy
224 AN_DiskCopy equ \$32000000
225
226 ENDC ; EXEC_ALERTS_I

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```
1 IFND EXEC_DEVICES_I
2 EXEC_DEVICES_I SET 1
3 **
4 ** $Filename: exec/devices.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12 IFND EXEC_LIBRARIES_I
13 INCLUDE "exec/libraries.i"
14 ENDC ; EXEC_LIBRARIES_I
15
16 IFND EXEC_PORTS_I
17 INCLUDE "exec/ports.i"
18 ENDC ; EXEC_PORTS_I
19
20
21
22 *
23 * Device Data Structure
24 *
25 *
26 *
27
28 STRUCTURE DD_LIB_SIZE
29 LABEL DD_SIZE * identical to library
30
31
32 *
33 *
34 * Suggested Unit Structure
35 *
36 *
37
38 STRUCTURE UNIT_MP_SIZE * queue for requests
39 UBYTE UNIT_FLAGS
40 UBYTE UNIT_pad
41 UWORD UNIT_OPENCNT
42 LABEL UNIT_SIZE
43
44
45 *----- UNIT_FLAG definitions:
46
47 BITDEF UNIT_ACTIVE,0 * driver is active
48 BITDEF UNIT_INTASK,1 * running in driver's task
49
50 ENDC ; EXEC_DEVICES_I
```

E
I 25

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```
1 IFND EXEC_ERRORS_I
2 EXEC_ERRORS_I SET 1
3 **
4 ** $Filename: exec/errors.i $
5 ** $Release: 1.3 $
6 **
7 ** Standard IO Errors:
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IOERR_OPENFAIL EQU -1 * device/unit failed to open
14 IOERR_ABORTED EQU -2 * request aborted
15 IOERR_NOCMD EQU -3 * command not supported
16 IOERR_BADLENGTH EQU -4 * not a valid length
17
18
19 ERR_OPENDEVICE EQU IOERR_OPENFAIL * REMOVE !!!
20
21 ENDC ; EXEC_ERRORS_I
```

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```
1 IFND EXEC_EXEC_I
2 EXEC_EXEC_I SET 1
3 **
4 ** $Filename: exec/exec.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 INCLUDE "exec/nodes.i"
14 INCLUDE "exec/lists.i"
15 INCLUDE "exec/interrupts.i"
16 INCLUDE "exec/memory.i"
17 INCLUDE "exec/ports.i"
18 INCLUDE "exec/tasks.i"
19 INCLUDE "exec/libraries.i"
20 INCLUDE "exec/devices.i"
21 INCLUDE "exec/io.i"
22
23 ENDC ; EXEC_EXEC_I
```

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```
1 IFND EXEC_EXEC_LIB_I
2 EXEC_EXEC_LIB_I SET 1
3 **
4 ** $Filename: exec/exec_lib.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 FUNCDEF Supervisor
14 FUNCDEF ExitIntr
15 FUNCDEF Schedule
16 FUNCDEF Reschedule
17 FUNCDEF Switch
18 FUNCDEF Dispatch
19 FUNCDEF Exception
20 FUNCDEF InitCode
21 FUNCDEF InitStruct
22 FUNCDEF MakeLibrary
23 FUNCDEF MakeFunctions
24 FUNCDEF FindResident
25 FUNCDEF InitResident
26 FUNCDEF Alert
27 FUNCDEF Debug
28 FUNCDEF Disable
29 FUNCDEF Enable
30 FUNCDEF Forbid
31 FUNCDEF Permit
32 FUNCDEF SetsR
33 FUNCDEF SuperState
34 FUNCDEF UserState
35 FUNCDEF SetIntVector
36 FUNCDEF AddIntServer
37 FUNCDEF RemIntServer
38 FUNCDEF Cause
39 FUNCDEF Allocate
40 FUNCDEF Deallocate
41 FUNCDEF AllocMem
42 FUNCDEF AllocAbs
43 FUNCDEF FreeMem
44 FUNCDEF AvailMem
45 FUNCDEF AllocEntry
46 FUNCDEF FreeEntry
47 FUNCDEF Insert
48 FUNCDEF AddHead
49 FUNCDEF AddTail
50 FUNCDEF Remove
51 FUNCDEF RemHead
52 FUNCDEF RemTail
53 FUNCDEF Enqueue
54 FUNCDEF FindName
55 FUNCDEF AddTask
56 FUNCDEF RemTask
57 FUNCDEF FindTask
58 FUNCDEF SetTaskPri
59 FUNCDEF SetSignal
60 FUNCDEF SetExcept
61 FUNCDEF Wait
62 FUNCDEF Signal
63 FUNCDEF AllocSignal
64 FUNCDEF FreeSignal
65 FUNCDEF AllocTrap
66 FUNCDEF FreeTrap
67 FUNCDEF AddPort
68 FUNCDEF RemPort
69 FUNCDEF PutMsg
```

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```
70 FUNCDEF GetMsg
71 FUNCDEF ReplyMsg
72 FUNCDEF WaitPort
73 FUNCDEF FindPort
74 FUNCDEF AddLibrary
75 FUNCDEF RemLibrary
76 FUNCDEF OldOpenLibrary
77 FUNCDEF CloseLibrary
78 FUNCDEF SetFunction
79 FUNCDEF SumLibrary
80 FUNCDEF AddDevice
81 FUNCDEF RemDevice
82 FUNCDEF OpenDevice
83 FUNCDEF CloseDevice
84 FUNCDEF DoIO
85 FUNCDEF SendIO
86 FUNCDEF CheckIO
87 FUNCDEF WaitIO
88 FUNCDEF AbortIO
89 FUNCDEF AddResource
90 FUNCDEF RemResource
91 FUNCDEF OpenResource
92 FUNCDEF RawIOnInit
93 FUNCDEF RawMayGetChar
94 FUNCDEF RawPutChar
95 FUNCDEF RawDofmt
96 FUNCDEF GetCC
97 FUNCDEF TypeOfMem
98 FUNCDEF Procure
99 FUNCDEF Vacate
100 FUNCDEF OpenLibrary
101 FUNCDEF InitSemaphore
102 FUNCDEF ObtainSemaphore
103 FUNCDEF ReleaseSemaphore
104 FUNCDEF AttemptSemaphore
105 FUNCDEF ObtainSemaphoreList
106 FUNCDEF ReleaseSemaphoreList
107 FUNCDEF FindSemaphore
108 FUNCDEF AddSemaphore
109 FUNCDEF RemSemaphore
110 FUNCDEF SumKickData
111 FUNCDEF AddMemList
112 FUNCDEF CopyMem
113 FUNCDEF CopyMemQuick
114
115 ENDC ; EXEC_EXEC_LIB_I
```

E
27

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```
1 IFND EXEC_EXECBASE_I
2 EXEC_EXECBASE_I SET 1
3 **
4 ** $Filename: exec/execbase.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC ; EXEC_LISTS_I
20
21 IFND EXEC_INTERRUPTS_I
22 INCLUDE "exec/interrupts.i"
23 ENDC ; EXEC_INTERRUPTS_I
24
25 IFND EXEC_LIBRARIES_I
26 INCLUDE "exec/libraries.i"
27 ENDC ; EXEC_LIBRARIES_I
28
29
30 ***** Static System Variables *****
31
32 STRUCTURE ExecBase,LIB_SIZE ; Standard library node
33
34 WORD SoftVer ; kickstart release number
35 WORD LowMemChkSum ; checksum of 68000 trap vectors
36 ULONG ChkBase ; system base pointer complement
37 APTR ColdCapture ; cold soft capture vector
38 APTR CoolCapture ; cool soft capture vector
39 APTR WarmCapture ; warm soft capture vector
40 APTR SysStkUpper ; system stack base (upper bound)
41 APTR SysStkLower ; top of system stack (lower bound)
42 ULONG MaxLocMem ; last calculated local memory max
43 APTR DebugEntry ; global debugger entry point
44 APTR DebugData ; global debugger data segment
45 APTR AlertData ; alert data segment
46 APTR MaxExtMem ; top of extended mem, or null if none
47
48 WORD ChkSum ; for all of the above
49
50
51 ***** Interrupt Related *****
52
53 STRUCTURE IntVects
54 STRUCT IVTBE,IV_SIZE
55 STRUCT IVDSKBLK,IV_SIZE
56 STRUCT IVSOFTINT,IV_SIZE
57 STRUCT IVPORTS,IV_SIZE
58 STRUCT IVCOPER,IV_SIZE
59 STRUCT IVVERTB,IV_SIZE
60 STRUCT IVLIT,IV_SIZE
61 STRUCT IVAUD0,IV_SIZE
62 STRUCT IVAUD1,IV_SIZE
63 STRUCT IVAUD2,IV_SIZE
64 STRUCT IVAUD3,IV_SIZE
65 STRUCT IVRBF,IV_SIZE
66 STRUCT IVDKSNC,IV_SIZE
67 STRUCT IVEXTER,IV_SIZE
68 STRUCT IVINTEN,IV_SIZE
69 STRUCT IVNMI,IV_SIZE
```

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70
71
72 ***** Dynamic System Variables *****
73
74 APTR ThisTask ; pointer to current task
75 ULONG IdleCount ; idle counter
76 ULONG DispCount ; dispatch counter
77 UWORLD Quantum ; time slice quantum
78 UWORLD Elapsed ; current quantum ticks
79 UWORLD SysFlags ; misc system flags
80 BYTE IDNestCnt ; interrupt disable nesting count
81 BYTE TDNestCnt ; task disable nesting count
82
83 UWORLD AttnFlags ; special attention flags
84 UWORLD AttnResched ; rescheduling attention
85 APTR ResModules ; pointer to resident module array
86
87 APTR TaskTrapCode ; default task trap routine
88 APTR TaskExceptCode ; default task exception code
89 APTR TaskExitCode ; default task exit code
90 ULONG TaskSigAlloc ; preallocated signal mask
91 UWORLD TaskTrapAlloc ; preallocated trap mask
92
93 ***** System List Headers *****
94
95 E 28
96 STRUCT MemList,LH_SIZE
97 STRUCT ResourceList,LH_SIZE
98 STRUCT DeviceList,LH_SIZE
99 STRUCT IntrList,LH_SIZE
100 STRUCT LibList,LH_SIZE
101 STRUCT PortList,LH_SIZE
102 STRUCT TaskReady,LH_SIZE
103 STRUCT TaskWait,LH_SIZE
104
105 STRUCT SoftInts,SH_SIZE*5
106
107 STRUCT LastAlert,4*4
108
109 ;---- these next two variables are provided to allow
110 ;---- system developers to have a rough idea of the
111 ;---- period of two externally controlled signals --
112 ;---- the time between vertical blank interrupts and the
113 ;---- external line rate (which is counted by CIA A's
114 ;---- "time of day" clock). In general these values
115 ;---- will be 50 or 60, and may or may not track each
116 ;---- other. These values replace the obsolete AFB_PAL
117 ;---- and AFB_50HZ flags.
118 UBYTE VBlankFrequency
119 UBYTE PowerSupplyFrequency
120
121 STRUCT SemaphoreList,LH_SIZE
122
123 ;---- these next two are to be able to kickstart into user ram.
124 ;---- KickMemPtr holds a singly linked list of MemLists which
125 ;---- will be removed from the memory list via AllocAbs. If
126 ;---- all the AllocAbs's succeeded, then the KickTagPtr will
127 ;---- be added to the rom tag list.
128 APTR KickMemPtr ; ptr to queue of mem lists
129 APTR KickTagPtr ; ptr to rom tag queue
130 APTR KickCheckSum ; checksum for mem and tags
131
132 STRUCT ExecBaseReserved,10
133 STRUCT ExecBaseNewReserved,20
134
135
136 LABEL SYSBASESIZE
137
138 ***** AttnFlags

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139 * Processors and Co-processors:
140 BITDEF AF,68010,0 ; also set for 68020
141 BITDEF AF,68020,1
142 BITDEF AF,68881,4
143
144 ; These two bits used to be AFB_PAL and AFB_50HZ. After some soul
145 ; searching we realized that they were misnomers, and the information
146 ; is now kept in VBlankFrequency and PowerSupplyFrequency above.
147 ; To find out what sort of video conversion is done, look in the
148 ; graphics subsystem.
149 BITDEF AF,RESERVED8,8
150 BITDEF AF,RESERVED9,9
151
152 ENDC ; EXEC_EXECBASE_I

Sep 28 17:12 1988 exec/execname.i Page 1

```
1 IFND EXEC_EXECNAME_I
2 EXEC_EXECNAME_I SET 1
3 **
4 ** $Filename: exec/execname.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 EXECNAME macro
14 dc.b 'exec.library',0
15 ds.w 0
16 endm
17
18 ENDC ; EXEC_EXECNAME_I
```

Sep 28 17:12 1988 exec/initializers.i Page 1

```
1 IFND EXEC_INITIALIZERS_I
2 EXEC_INITIALIZERS_I SET 1
3 **
4 ** $Filename: exec/initializers.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 INITBYTE MACRO * &offset,&value
14 DC.B $e0
15 DC.B 0
16 DC.W \1
17 DC.B \2
18 DC.B 0
19 ENDM
20
21 INITWORD MACRO * &offset,&value
22 DC.B $d0
23 DC.B 0
24 DC.W \1
25 DC.W \2
26 ENDM
27
28 INITLONG MACRO * &offset,&value
29 DC.B $c0
30 DC.B 0
31 DC.W \1
32 DC.L \2
33 ENDM
34
35 INITSTRUCT MACRO * &size,&offset,&value,&count
36 DS.W 0
37 IFC '\4','
38 COUNT\@ SET 0
39 ENDC
40 IFNC '\4','
41 COUNT\@ SET \4
42 ENDC
43 CMD\@ SET (((\1)<<4)!COUNT\@)
44 IFLE (\2)-255
45 DC.B (CMD\@)!$80
46 DC.B \2
47 MEXIT
48 ENDC
49 DC.B CMD\@:$0C0
50 DC.B (((\2)>>16)&$0FF)
51 DC.W ((\2)&$0FFF)
52 ENDM
53
54 ENDC ; EXEC_INITIALIZERS_I
```

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```
1 IFND EXEC_INTERRUPTS_I
2 EXEC_INTERRUPTS_I SET 1
3 **
4 ** $Filename: exec/interrupts.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC ; EXEC_NODES_I
16
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC ; EXEC_LISTS_I
20
21
22 *-----
23 *
24 * Interrupt Structure
25 *
26 *-----
27
28 STRUCTURE IS,LN_SIZE
29 APTR IS_DATA
30 APTR IS_CODE
31 LABEL IS_SIZE
32
33
34 *-----
35 *
36 * Exec Internal Interrupt Vectors
37 *
38 *-----
39
40 STRUCTURE IV,0
41 APTR IV_DATA
42 APTR IV_CODE
43 APTR IV_NODE
44 LABEL IV_SIZE
45
46
47 *----- System Flag bits (in SysBase.SysFlags )
48
49 BITDEF S,SAR,15      * scheduling attention required
50 BITDEF S,TOE,14      * time quantum expended -- time to resched
51 BITDEF S,SINT,13
52
53
54 *-----
55 *
56 * Software Interrupt List Headers
57 *
58 *-----
59
60 STRUCTURE SH,LH_SIZE
61 UWORD SH_PAD
62 LABEL SH_SIZE
63
64 SIH_PRIMASK EQU      $0FO
65 SIH_QUEUES EQU       5
66
67 ** this is a fake INT definition, used only for AddIntServer and the like
68 BITDEF INT,NMI,15
69
```

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```
70 ENDC ; EXEC_INTERRUPTS_I
```

Sep 28 17:13 1988 exec/io.i Page 1

```
1 IFND EXEC_IO_I
2 EXEC_IO_I SET 1
3 **
4 ** $Filename: exec/io.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_PORTS_I
14 INCLUDE "exec/ports.i"
15 ENDC ; EXEC_PORTS_I
16
17 IFND EXEC_LIBRARIES_I
18 INCLUDE "exec/libraries.i"
19 ENDC ; EXEC_LIBRARIES_I
20
21
22 *-----
23 *
24 * IO Request Structures
25 *
26 *-----
27
28 *----- Required portion of IO request:
29
30 STRUCTURE IO_MN_SIZE
31 APTR IO_DEVICE * device node pointer
32 APTR IO_UNIT * unit (driver private)
33 UWORD IO_COMMAND * device command
34 UBYTE IO_FLAGS * special flags
35 BYTE IO_ERROR * error or warning code
36 LABEL IO_SIZE
37
38
39 *----- Standard IO request extension:
40
41 ULONG IO_ACTUAL * actual # of bytes transferred
42 ULONG IO_LENGTH * requested # of bytes transferred
43 APTR IO_DATA * pointer to data area
44 ULONG IO_OFFSET * offset for seeking devices
45 LABEL IOSTD_SIZE
46
47
48 *----- IO_FLAGS bit definitions:
49
50 BITDEF IO_QUICK,0 * complete IO quickly
51
52
53 *
54 *
55 * Standard Device Library Functions
56 *
57 *-----
58
59 LIBINIT
60
61 LIBDEF DEV_BEGINIO * process IO request
62 LIBDEF DEV_ABORTIO * abort IO request
63
64
65 *
66 *
67 * IO Function Macros
68 *
69 *
```

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```
70
71 BEGINIO MACRO
72 LINKLIB DEV_BEGINIO,IO_DEVICE(A1)
73 ENDM
74
75 ABORTIO MACRO
76 LINKLIB DEV_ABORTIO,IO_DEVICE(A1)
77 ENDM
78
79
80 *-----
81 *
82 *----- Standard Device Command Definitions
83 *
84 *-----
85 *----- Command definition macro:
86 DEVINIT MACRO * [baseOffset]
87 IFC '\l',''
88 CMD_COUNT SET CMD_NONSTD
89 ENDC
90 IFNC '\l',''
91 CMD_COUNT SET \l
92 ENDC
93 IFNC '\l'
94 ENDM
95
96 DEVCMD MACRO * cmdname
97 \l EQU CMD_COUNT
98 CMD_COUNT SET CMD_COUNT+1
99 ENDM
100
101
102 *----- Standard device commands:
103
104 DEVINIT 0
105
106 DEVCMD CMD_INVALID * invalid command
107 DEVCMD CMD_RESET * reset as if just initiated
108 DEVCMD CMD_READ * standard read
109 DEVCMD CMD_WRITE * standard write
110 DEVCMD CMD_UPDATE * write out all buffers
111 DEVCMD CMD_CLEAR * clear all buffers
112 DEVCMD CMD_STOP * hold current and queued
113 DEVCMD CMD_START * restart after stop
114 DEVCMD CMD_FLUSH * abort entire queue
115
116
117 *----- First non-standard device command value:
118
119 DEVCMD CMD_NONSTD
120 ENDC ; EXEC_IO_I
```

Sep 28 17:13 1988 exec/libraries.i Page 1

```
1 IFND EXEC_LIBRARIES_I
2 EXEC_LIBRARIES_I SET 1
3 **
4 ** $Filename: exec/libraries.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC ; EXEC_NODES_I
16
17
18 *----- Special Constants -----
19
20 LIB_VECTSIZE EQU 6
21 LIB_RESERVED EQU 4
22 LIB_BASE EQU $FFFFFFFA * (-LIB_VECTSIZE)
23 LIB_USERDEF EQU LIB_BASE-(LIB_RESERVED*LIB_VECTSIZE)
24 LIB_NONSTD EQU LIB_USERDEF
25
26 *
27 *
28 * Library Definition Macros
29 *
30 *
31
32 *----- LIBINIT sets base offset for library function definitions:
33
34 LIBINIT MACRO * [baseOffset]
35 IFC '\1'
36 COUNT_LIB SET LIB_USERDEF
37 ENDC
38 IFNC '\1'
39 COUNT_LIB SET \1
40 ENDC
41 ENDM
42
43
44 *----- LIBDEF is used to define each library function entry:
45
46 LIBDEF MACRO * libraryFunctionSymbol
47 \1 EQU COUNT_LIB
48 COUNT_LIB SET COUNT_LIB-LIB_VECTSIZE
49 ENDM
50
51
52 *----- Standard Library Functions
53 *
54 * Standard Library Functions
55 *
56 *
57
58 LIBINIT LIB_BASE
59
60 LIBDEF LIB_OPEN
61 LIBDEF LIB_CLOSE
62 LIBDEF LIB_EXPUNGE
63 LIBDEF LIB_EXTFUNC * reserved *
64
65
66 *
67 *
68 * Standard Library Data Structure
69 *
```

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```
70 *
71
72 STRUCTURE LIB_LN_SIZE
73 UBYTE LIB_FLAGS
74 UBYTE LIB_pad
75 WORD LIB_NEGSIZE
76 WORD LIB_POSSIZE
77 WORD LIB_VERSION
78 WORD LIB_REVISION
79 APTR LIB_IDSTRING
80 ULONG LIB_SUM
81 WORD LIB_OPENCNT
82 LABEL LIB_SIZE
83
84
85 *----- LIB_FLAGS bit definitions:
86
87 BITDEF LIB_SUMMING,0 * we are currently checksumming
88 BITDEF LIB_CHANGED,1 * we have just changed the lib
89 BITDEF LIB_SUMUSED,2 * set if we should bother to sum
90 BITDEF LIB_DELETEP,3 * delayed expunge
91
92
93 *
94 *
95 * Function Invocation Macros
96 *
97 *
98
99 *----- CALLLIB for calling functions where A6 is already correct:
100
101 CALLLIB MACRO * functionOffset
102 IFGT NARG-1 FAIL !!! CALLLIB MACRO - too many arguments !!!
103 ENDC
104 JSR \1(A6)
105 ENDM
106
107
108
109 *----- LINKLIB for calling functions where A6 is incorrect:
110
111 LINKLIB MACRO * functionOffset,libraryBase
112 IFGT NARG-2 FAIL !!! LINKLIB MACRO - too many arguments !!!
113 ENDC
114 MOVE.L A6,-(SP)
115 MOVE.L \2,A6
116 CALLLIB \1
117 MOVE.L (SP)+,A6
118 ENDM
119
120
121 ENDC ; EXEC_LIBRARIES_I
```

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```
1 IFND EXEC_LISTS_I
2 EXEC_LISTS_I SET 1
3 **
4 ** $Filename: exec/lists.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC ; EXEC_NODES_I
16
17
18 *
19 *
20 * List Structures
21 *
22 *
23
24 ; normal, full featured list
25 STRUCTURE LH_0
26 APTR LH_HEAD
27 APTR LH_TAIL
28 APTR LH_TAILPRED
29 UBYTE LH_TYPE
30 UBYTE LH_pad
31 LABEL LH_SIZE
32
33 ; minimal list, no type checking possible
34 STRUCTURE MLH_0
35 APTR MLH_HEAD
36 APTR MLH_TAIL
37 APTR MLH_TAILPRED
38 LABEL MLH_SIZE
39
40
41 NEWLIST MACRO * list
42 MOVE.L \1,(\1)
43 ADDQ.L #LH_TAIL,(\1)
44 CLR.L LH_TAIL(\1)
45 MOVE.L \1,(LH_TAIL+LN_PRED)(\1)
46 ENDM
47
48 TSTLIST MACRO * [list]
49 IFC '\1',''
50 CMP.L LH_TAIL+LN_PRED(A0),A0
51 ENDC
52 IFNC '\1,''
53 CMP.L LH_TAIL+LN_PRED(\1),\1
54 ENDC
55 ENDM
56
57 SUCC MACRO * node,succ
58 MOVE.L (\1),\2
59 ENDM
60
61 PRED MACRO * node,pred
62 MOVE.L LN_PRED(\1),\2
63 ENDM
64
65 IFEMPTY MACRO * list,label
66 CMP.L LH_TAIL+LN_PRED(\1),\1
67 BEQ \2
68 ENDM
69
```

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```
70 IFNOTEMPTY MACRO * list,label
71 CMP.L LH_TAIL+LN_PRED(\1),\1
72 BNE \2
73 ENDM
74
75 TSTNODE MACRO * node,next
76 MOVE.L (\1),\2
77 TST.L (\2)
78 ENDM
79
80 NEXTNODE MACRO * next,current,exit_label (DX,AX,DISPL6)
81 MOVE.L \1,\2
82 MOVE.L (\2),\1
83 IFC '\0',''
84 BEQ \3
85 ENDC
86 IFNC '\0,''
87 BEQ.S \3
88 ENDC
89 ENDM
90
91 ADDHEAD MACRO
92 MOVE.L (A0),D0
93 MOVE.L A1,(A0)
94 MOVEM.L D0/A0,(A1)
95 MOVE.L D0,A0
96 MOVE.L A1,LN_PRED(A0)
97 ENDM
98
99 ADDTAIL MACRO
100 LEA LH_TAIL(A0),A0
101 MOVE.L LN_PRED(A0),D0
102 MOVE.L A1,LN_PRED(A0)
103 MOVE.L A0,(A1)
104 MOVE.L D0,LN_PRED(A1)
105 MOVE.L D0,A0
106 MOVE.L A1,(A0)
107 ENDM
108
109 REMOVE MACRO
110 MOVE.L (A1),A0
111 MOVE.L LN_PRED(A1),A1
112 MOVE.L A0,(A1)
113 MOVE.L A1,LN_PRED(A0)
114 ENDM
115
116 REMHEAD MACRO
117 MOVE.L (A0),A1
118 MOVE.L (A1),D0
119 BEQ.S REMHEAD@Q
120 MOVE.L D0,(A0)
121 EXG.L D0,A1
122 MOVE.L A0,LN_PRED(A1)
123 REMHEAD@Q
124 ENDM
125
126 *
127 *
128 * REMHEADQ -- remove-head quickly
129 *
130 * Useful when a scratch register is available, and
131 * list is known to contain at least one node.
132 *
133 *
134
135 REMHEADQ MACRO * head,node,scratchReg
136 MOVE.L (\1),\2
137 MOVE.L (\2),\3
138 MOVE.L \3,(\1)
```

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```
139      MOVE.L \1,LN_PRED(\3)
140      ENDM
141
142 REMTAIL MACRO
143      MOVE.L LH_TAIL+LN_PRED(A0),A1
144      MOVE.L LN_PRED(A1),D0
145      BEQ.S REMTAIL\@3
146      MOVE.L D0,LH_TAIL+LN_PRED(A0)
147      EXG.L D0,A1
148      MOVE.L A0,(A1)
149      ADDQ.L #4,(A1)
150 REMTAIL\@3
151      ENDM
152
153      ENDC ; EXEC_LISTS_I
```

E
-
34

Sep 28 17:13 1988 exec/memory.i Page 1

```
1      IFND      EXEC_MEMORY_I
2 EXEC_MEMORY_I    SET    1
3 **
4 **      $Filename: exec/memory.i $
5 **      $Release: 1.3 $
6 **
7 **      definitions for use with the memory allocator
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 **
12
13      IFND      EXEC_NODES_I
14      INCLUDE    "exec/nodes.i"
15      ENDC ; EXEC_NODES_I
16
17
18 *
19 *
20 *      Memory List Structures
21 *
22 *
23 *
24 *      A memory list appears in two forms: One is a requirements list*
25 *      the other is a list of already allocated memory. The format is
26 *      the same, with the requirements/address field occupying the same
27 *      position.
28 *
29 *      The format is a linked list of ML structures each of which has
30 *      an array of ME entries.
31 *
32 *
33
34 STRUCTURE ML,LN_SIZE
35     UWORD    ML_NUMENTRIES          * The number of ME structures that follow
36     LABEL    ML_ME                * where the ME structures begin
37     LABEL    ML_SIZE
38
39
40 STRUCTURE ME,0
41     LABEL    ME_REQS             * the AllocMem requirements
42     APTR    ME_ADDR              * the address of this block (an alias
43 *                                * for the same location as ME_REQS)
44     ULONG    ME_LENGTH            * the length of this region
45     LABEL    ME_SIZE
46
47
48 *----- memory options:
49
50     BITDEF   MEM,PUBLIC,0
51     BITDEF   MEM,CHIP,1
52     BITDEF   MEM,FAST,2
53     BITDEF   MEM,CLEAR,16
54     BITDEF   MEM,LARGEST,17
55
56
57 *----- alignment rules for a memory block:
58
59 MEM_BLOCKSIZE EQU 8
60 MEM_BLOCKMASK EQU (MEM_BLOCKSIZE-1)
61
62
63 *
64 *
65 *      Memory Region Header
66 *
67 *
68
69 STRUCTURE MH,LN_SIZE
```

Sep 28 17:13 1988 exec/memory.i Page 2

```
70    UWORD  MH_ATTRIBUTES      * characteristics of this region
71    APTR   MH_FIRST          * first free region
72    APTR   MH_LOWER          * lower memory bound
73    APTR   MH_UPPER          * upper memory bound+1
74    ULONG  MH_FREE           * number of free bytes
75    LABEL  MH_SIZE
76
77
78 *
79 *
80 * Memory Chunk
81 *
82 *
83
84 STRUCTURE MC,0
85     APTR  MC_NEXT          * ptr to next chunk
86     ULONG  MC_BYTES         * chunk byte size
87     LABEL  MC_SIZE
88
89     ENDC   ; EXEC_MEMORY_I
```

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```
1       IFND    EXEC_NODES_I
2 EXEC_NODES_I  SET    1
3 ***
4 **      $Filename: exec/nodes.i $
5 **      $Release: 1.3 $
6 ***
7 ***
8 ***
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **     All Rights Reserved
11 **
12
13 *
14 *
15 * List Node Structure
16 *
17 *
18
19 STRUCTURE LN,0
20     APTR  LN_SUCC
21     APTR  LN_PRED
22     UBYTE LN_TYPE
23     BYTE  LN_PRI
24     APTR  LN_NAME
25     LABEL  LN_SIZE
26
27 ; min node -- only has minimum necessary, no type checking possible
28 STRUCTURE MLN,0
29     APTR  MLN_SUCC
30     APTR  MLN_PRED
31     LABEL  MLN_SIZE
32
33 *----- Node Types:
34
35 NT_UNKNOWN    EQU    0
36 NT_TASK        EQU    1
37 NT_INTERRUPT   EQU    2      ; also for software interrupt node
38 NT_DEVICE      EQU    3
39 NT_MSGPORT     EQU    4
40 NT_MESSAGE     EQU    5
41 NT_FREEMSG     EQU    6
42 NT_REPLYMSG    EQU    7
43 NT_RESOURCE    EQU    8
44 NT_LIBRARY     EQU    9
45 NT_MEMORY      EQU    10
46 NT_SOFTINT     EQU    11      ; exec private
47 NT_FONT         EQU    12
48 NT_PROCESS     EQU    13
49 NT_SEMAPHORE   EQU    14
50 NT_SIGNALSEM   EQU    15      ; signal semaphores
51 NT_BOOTNODE    EQU    16
52
53     ENDC   ; EXEC_NODES_I
```

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```
1 IFND EXEC_PORTS_I
2 EXEC_PORTS_I SET 1
3 **
4 ** $Filename: exec/ports.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC ; EXEC_NODES_I
16
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC ; EXEC_LISTS_I
20
21
22 *-----
23 *
24 * Message Port Structure
25 *
26 *-----
27
28 STRUCTURE MP_LN_SIZE
29 UBYTE MP_FLAGS
30 UBYTE MP_SIGBIT * signal bit number
31 APTR MP_SIGTASK * task to be signalled
32 STRUCT MP_MSGLIST_LH_SIZE * message linked list
33 LABEL MP_SIZE
34
35
36 *----- unions:
37
38 MP_SOFTINT EQU MP_SIGTASK
39
40
41 *----- flags fields:
42
43 PF_ACTION EQU 3
44
45
46 *----- PutMsg actions:
47
48 PA_SIGNAL EQU 0
49 PA_SOFTINT EQU 1
50 PA_IGNORE EQU 2
51
52
53 *
54 *
55 * Message Structure
56 *
57 *-----
58
59 STRUCTURE MN_LN_SIZE
60 APTR MN_REPLYPORT * message reply port
61 UWORLD MN_LENGTH * message len in bytes
62 LABEL MN_SIZE
63
64 ENDC ; EXEC_PORTS_I
```

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```
1 IFND EXEC_RESIDENT_I
2 EXEC_RESIDENT_I SET 1
3 **
4 ** $Filename: exec/resident.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 *-----
14 *
15 * Resident Module Tag
16 *
17 *-----
18
19 STRUCTURE RT_0
20 UWORD RT_MATCHWORD * word to match
21 APTR RT_MATCHTAG * pointer to structure base
22 APTR RT_ENDSKIP * address to continue scan
23 UBYTE RT_FLAGS * various tag flags
24 UBYTE RT_VERSION * release version number
25 UBYTE RT_TYPE * type of module
26 BYTE RT_PRI * initialization priority
27 APTR RT_NAME * pointer to node name
28 APTR RT_IDSTRING * pointer to id string
29 APTR RT_INIT * pointer to init code
30 LABEL RT_SIZE
31
32
33 *----- Match word definition:
34
35 RTC_MATCHWORD EQU $4AFC * (ILLEGAL instruction)
36
37
38 *----- RT_FLAGS bit and field definitions:
39
40 BITDEF RT_COLDSTART,0
41 BITDEF RT_AUTOINIT,7 * RT_INIT points to data
42
43 * Compatibility:
44 RTM_WHEN EQU 1 * field position in RT_FLAGS
45 RTW_NEVER EQU 0 * never ever init
46 RTW_COLDSTART EQU 1 * init at coldstart time
47
48 ENDC ; EXEC_RESIDENT_I
```

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```
1      IFND    EXEC_SEMAPHORES_I
2 EXEC_SEMAPHORES_I      SET    1
3 **
4 **      $Filename: exec/semaphores.i $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC      ; EXEC_NODES_I
16
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC      ; EXEC_LISTS_I
20
21 IFND EXEC_PORTS_I
22 INCLUDE "exec/ports.i"
23 ENDC      ; EXEC_PORTS_I
24
25
26 *----- Semaphore Structure
27 *
28 *----- unions:
29 *
30 *
31
32 STRUCTURE SM_MP_SIZE
33 WORD     SM_BIDS          * number of bids for lock
34 LABEL    SM_SIZE
35
36
37 *----- unions:
38 *
39
40 SM_LOCKMSG EQU MP_SIGTASK
41
42
43 *----- Signal Semaphore Structure
44 *
45 *----- this is the structure used to request a signal semaphore -- allocated
46 *----- on the fly by ObtainSemaphore()
47 *
48 *----- this is the actual semaphore itself -- allocated statically
49 STRUCTURE SSR_MLN_SIZE
50 APTR     SSR_WAITER
51 LABEL    SSR_SIZE
52
53
54
55
56 STRUCTURE SS_LN_SIZE
57 SHORT    SS_NESTCOUNT
58 STRUCT    SS_WAITQUEUE,MLH_SIZE
59 STRUCT    SS_MULTIPLELINK,SSR_SIZE
60 APTR     SS_OWNER
61 SHORT    SS_QUEUECOUNT
62 LABEL    SS_SIZE
63
64
65 ENDC      ; EXEC_SEMAPHORES_I
```

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-
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```
1      IFND    EXEC_STRINGS_I
2 EXEC_STRINGS_I      SET    1
3 **
4 **      $Filename: exec/strings.i $
5 **      $Release: 1.3 $
6 **
7 **
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 **
12
13 *----- Terminal Control:
14
15 EOS      EQU    0
16 BELL     EQU    7
17 LF       EQU    10
18 CR       EQU    13
19 BS       EQU    8
20 DEL      EQU    $7F
21 NL       EQU    LF
22
23
24 *----- String Support Macros
25 *
26 *----- STRING MACRO
27 *
28 *
29
30 STRING   MACRO
31 DC.B     \1
32 DC.B     0
33 CNOP    0,2
34 ENDM
35
36
37 STRINGL  MACRO
38 DC.B     13,10
39 DC.B     \1
40 DC.B     0
41 CNOP    0,2
42 ENDM
43
44
45 STRINGR  MACRO
46 DC.B     \1
47 DC.B     13,10,0
48 CNOP    0,2
49 ENDM
50
51
52 STRINGLR MACRO
53 DC.B     13,10
54 DC.B     \1
55 DC.B     13,10,0
56 CNOP    0,2
57 ENDM
58
59 ENDC      ; EXEC_STRINGS_I
```

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1 IFND EXEC_TASKS_I
2 EXEC_TASKS_I SET 1
3 **
4 ** \$Filename: exec/tasks.i \$
5 ** \$Release: 1.3 \$
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC ; EXEC_NODES_I
16
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC ; EXEC_LISTS_I
20
21
22 *-----
23 *
24 * Task Control Structure
25 *
26 *-----
27
28 STRUCTURE TC_LN_SIZE
29 UBYTE TC_FLAGS
30 UBYTE TC_STATE
31 BYTE TC_IDNESTCNT * intr disabled nesting
32 BYTE TC_TDNESTCNT * task disabled nesting
33 ULONG TC_SIGALLOC * sigs allocated
34 ULONG TC_SIGWAIT * sigs we are waiting for
35 ULONG TC_SIGRECVD * sigs we have received
36 ULONG TC_SIGEXCEPT * sigs we take as exceptions
37 WORD TC_TRAPALLOC * traps allocated
38 WORD TC_TRAPABLE * traps enabled
39 APTR TC_EXCEPTDATA * data for except proc
40 APTR TC_EXCEPTCODE * exception procedure
41 APTR TC_TRAPDATA * data for proc trap proc
42 APTR TC_TRAPCODE * proc trap procedure
43 APTR TC_SPREG * stack pointer
44 APTR TC_SPLOWER * stack lower bound
45 APTR TC_SPUPPER * stack upper bound + 2
46 APTR TC_SWITCH * task losing CPU
47 APTR TC_LAUNCH * task getting CPU
48 STRUCT TC_MEMENTRY,LH_SIZE
49 APTR TC_Userdata
50 LABEL TC_SIZE
51
52
53 *----- Flag Bits:
54
55 BITDEF T,PROCTIME,0
56 BITDEF T,STACKCHK,4
57 BITDEF T,EXCEPT,5
58 BITDEF T,SWITCH,6
59 BITDEF T,LAUNCH,7
60
61
62 *----- Task States:
63 TS_INVALID EQU 0
64 TS_ADDED EQU TS_INVALID+1
65 TS_RUN EQU TS_ADDED+1
66 TS_READY EQU TS_RUN+1
67 TS_WAIT EQU TS_READY+1
68 TS_EXCEPT EQU TS_WAIT+1
69 TS_REMOVED EQU TS_EXCEPT+1

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70
71
72 *----- System Task Signals:
73
74 SIGF_ABORT EQU \$0001
75 SIGF_CHILD EQU \$0002
76 SIGF_BLIT EQU \$0010
77 SIGF_SINGLE EQU \$0010
78 SIGF_DOS EQU \$0100
79
80 SIGB_ABORT EQU 0
81 SIGB_CHILD EQU 1
82 SIGB_BLIT EQU 4
83 SIGB_SINGLE EQU 4
84 SIGB_DOS EQU 8
85
86
87 SYS_SIGALLOC EQU \$0FFFF ; pre-allocated signals
88 SYS_TRAPALLOC EQU \$08000 ; pre-allocated traps
89
90 ENDC ; EXEC_TASKS_I

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```
1 IFND EXEC_TYPES_I
2 EXEC_TYPES_I SET 1
3 **
4 ** $Filename: exec/types.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 EXTERN_LIB MACRO
14 XREF _LVO\1
15 ENDM
16
17 STRUCTURE MACRO
18 \1 EQU 0 * for assembler's sake
19 SOFFSET SET \2
20 ENDM
21
22 BOOL MACRO
23 \1 EQU SOFFSET
24 SOFFSET SET SOFFSET+2
25 ENDM
26
27 BYTE MACRO
28 \1 EQU SOFFSET
29 SOFFSET SET SOFFSET+1
30 ENDM
31
32 UBYTE MACRO
33 \1 EQU SOFFSET
34 SOFFSET SET SOFFSET+1
35 ENDM
36
37 WORD MACRO
38 \1 EQU SOFFSET
39 SOFFSET SET SOFFSET+2
40 ENDM
41
42 UWORD MACRO
43 \1 EQU SOFFSET
44 SOFFSET SET SOFFSET+2
45 ENDM
46
47 SHORT MACRO
48 \1 EQU SOFFSET
49 SOFFSET SET SOFFSET+2
50 ENDM
51
52 USHORT MACRO
53 \1 EQU SOFFSET
54 SOFFSET SET SOFFSET+2
55 ENDM
56
57 LONG MACRO
58 \1 EQU SOFFSET
59 SOFFSET SET SOFFSET+4
60 ENDM
61
62 ULONG MACRO
63 \1 EQU SOFFSET
64 SOFFSET SET SOFFSET+4
65 ENDM
66
67 FLOAT MACRO
68 \1 EQU SOFFSET
69 SOFFSET SET SOFFSET+4
```

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```
70 ENDM
71
72 APTR MACRO
73 \1 EQU SOFFSET
74 SOFFSET SET SOFFSET+4
75 ENDM
76
77 CPTR MACRO
78 \1 EQU SOFFSET
79 SOFFSET SET SOFFSET+4
80 ENDM
81
82 RPTR MACRO
83 \1 EQU SOFFSET
84 SOFFSET SET SOFFSET+2
85 ENDM
86
87 STRUCT MACRO
88 \1 EQU SOFFSET
89 SOFFSET SET SOFFSET+\2
90 ENDM
91
92 LABEL MACRO
93 \1 EQU SOFFSET
94 ENDM
95
96 ----- bit definition macro -----
97 *
98 * Given:
99 *
100 * BITDEF MEM,CLEAR,16
101 *
102 * Yields:
103 *
104 * MEMB_CLEAR EQU 16
105 * MEMF_CLEAR EQU (1.SL.MEMB_CLEAR)
106 *
107
108 BITDEF MACRO * prefix,&name,&bitnum
109 BITDEF0 \1,\2,B_,\3
110 \GBITDEF SET \1\<\3
111 BITDEF0 \1,\2,F_,\GBITDEF
112 ENDM
113
114 BITDEF0 MACRO * prefix,&name,&type,&value
115 \1\3\2 EQU \4
116 ENDM
117
118 LIBRARY_VERSION EQU 34
119
120 ENDC ; EXEC_TYPES_I
```

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```
1      IFND  GRAPHICS_CLIP_I
2 GRAPHICS_CLIP_I SET    I
3 **
4 **   $Filename: graphics/clip.i $
5 **   $Release: 1.3 $
6 **
7 **
8 **
9 **   (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 **
12
13 IFND  GRAPHICS_GFX_I
14 include "graphics/gfx.i"
15 ENDC
16 IFND  EXEC_SEMAPHORES_I
17 include "exec/semaphores.i"
18 ENDC
19
20 NEWLOCKS     equ    1
21
22 STRUCTURE Layer,0
23 LONG lr_front
24 LONG lr_back
25 LONG lr_ClipRect
26 LONG lr_rp
27 WORD lr_MinX
28 WORD lr_MinY
29 WORD lr_MaxX
30 WORD lr_MaxY
31     STRUCT lr_reserved,4
32     WORD lr_priority
33 WORD lr_Flags
34 LONG lr_SuperBitMap
35 LONG lr_SuperClipRect
36 APTR lr_Window
37 WORD lr_Scroll_X
38 WORD lr_Scroll_Y
39 APTR lr_cr
40 APTR lr_cr2
41 APTR lr_crnew
42 APTR lr_SuperSaverClipRects
43 APTR lr_cliprects
44 APTR lr_LayerInfo
45 *           just by lucky coincidence
46 *           this is not confused with simplesprites
47     STRUCT lr_Lock,SS_SIZE
48     STRUCT lr_reserved3,8
49     APTR lr_ClipRegion
50     APTR lr_saveClipRects
51     STRUCT lr_reserved2,22
52     APTR lr_DamageList
53     LABEL lr_SIZEOF
54
55 STRUCTURE ClipRect,0
56 LONG cr_Next
57 LONG cr_prev
58 LONG cr_lobs
59 LONG cr_BitMap
60 WORD cr_MinX
61 WORD cr_MinY
62 WORD cr_MaxX
63 WORD cr_MaxY
64 APTR cr_pl
65 APTR cr_p2
66 LONG cr_reserved
67 LONG cr_Flags
68 LABEL cr_SIZEOF
69
```

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```
70 * internal cliprect flags
71 CR_NEEDS_NO_CONCEALED_RASTERS equ    1
72
73 * defines for clipping
74 ISLESSX equ 1
75 ISLESSY equ 2
76 ISGRTRX equ 4
77 ISGRTRY equ 8
78
79 * for ancient history reasons
80     IFND  lr_Front
81 lr_Front     equ lr_front
82 lr_Back     equ lr_back
83 lr_RastPort equ lr_rp
84 cr_Prev     equ cr_prev
85 cr_Lobs     equ cr_lobs
86 ENDC
87
88 ENDC ; GRAPHICS_CLIP_I
```

Sep 28 17:21 1988 graphics/copper.i Page 1

```
1 IFND GRAPHICS_COPPER_I
2 GRAPHICS_COPPER_I SET 1
3 **
4 ** $Filename: graphics/copper.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 COPPER_MOVE equ 0      /* pseude opcode for move #XXXX,dir */
14 COPPER_WAIT equ 1      /* pseudo opcode for wait y,x */
15 CPRNXTBUF equ 2        /* continue processing with next buffer */
16 CPR_NT_OF equ $8000    /* copper instruction only for short frames */
17 CPR_NT_SHT equ $4000   /* copper instruction only for long frames */
18
19 STRUCTURE CopIns,0
20     WORD ci_OpCode      * 0 = move, 1 = wait */
21     STRUCT ci_nxtlist,0  * UNION
22     STRUCT ci_VWaitPos,0
23     STRUCT ci_DestAddr,2
24
25     STRUCT ci_HWaitPos,0
26     STRUCT ci_DestData,2
27
28 LABEL ci_SIZEOF
29
30 * structure of cpplist that points to list that hardware actually executes */
31 STRUCTURE cpplist,0
32     APTR crl_Next
33     APTR crl_Start
34     WORD crl_MaxCount
35 LABEL crl_SIZEOF
36
37 STRUCTURE CopList,0
38     APTR cl_Next /* next block for this copper list */
39     APTR cl_CopList /* system use */
40     APTR cl_ViewPort /* system use */
41     APTR cl_CopIns /* start of this block */
42     APTR cl_CopPtr /* intermediate ptr */
43     APTR cl_CopLStart /* mrgcop fills this in for Long Frame*/
44     APTR cl_CopsStart /* mrgcop fills this in for Short Frame*/
45     WORD cl_Count /* intermediate counter */
46     WORD cl_MaxCount /* max # of copins for this block */
47     WORD cl_DyOffset /* offset this copper list vertical waits */
48 LABEL cl_SIZEOF
49
50 STRUCTURE UCopList,0
51     APTR ucl_Next
52     APTR ucl_FirstCopList /* head node of this copper list */
53     APTR ucl_CopList /* node in use */
54 LABEL ucl_SIZEOF
55
56 * private graphics data structure
57 STRUCTURE copinit,0
58     STRUCT copinit_diagstrt,8
59     STRUCT copinit_sprstrtup,2*((2*8*2)+2+(2*2)+2)
60     STRUCT copinit_sprstop,4
61 LABEL copinit_SIZEOF
62
63 ENDC ; GRAPHICS_COPPER_I
```

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```
1 IFND GRAPHICS_DISPLAY_I
2 GRAPHICS_DISPLAY_I SET 1
3 **
4 ** $Filename: graphics/display.i $
5 ** $Release: 1.3 $
6 **
7 ** include define file for display control registers
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 * bplcon0 defines
14 MODE 640 equ $8000
15 PLNCNTMSK equ $7          * how many bit planes?
16 *          * 0 = none, 1->6 = 1->6, 7 = reserved
17 PLNCNTSHFT equ 12         * bits to shift for bplcon0
18 PF2PRI equ $40            * bplcon2 bit
19 COLORON equ $0200          * disable color burst
20 DBLPF equ $400
21 HOLDNMODIFY equ $800
22 INTERLACE equ 4           * interlace mode for 400
23
24 * bplcon1 defines
25 PFA_FINE_SCROLL equ $F
26 PFB_FINE_SCROLL_SHIFT equ 4
27 PF_FINE_SCROLL_MASK equ $F
28
29 * display window start and stop defines
30 DIW_HORIZ_POS equ $7F      * horizontal start/stop
31 DIW_VRTCL_POS equ $1FF     * vertical start/stop
32 DIW_VRTCL_POS_SHIFT equ 7
33
34 * Data fetch start/stop horizontal position
35 DFTCH_MASK equ $FF
36
37 * vposr bits
38 VPOSRLOF equ $8000
39
40 ENDC ; GRAPHICS_DISPLAY_I
```

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```
1 IFND GRAPHICS_GELS_I
2 GRAPHICS_GELS_I SET I
3 **
4 ** $Filename: graphics/gels.i $
5 ** $Release: 1.3 $
6 **
7 ** include file for AMIGA GELS (Graphics Elements)
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 *----- VS_vSflags -----
14
15 * -- user-set vSprite flags --
16 SUSERFLAGS EQU $00FF ; mask of all user-settable vSprite-flags
17 BITDEF VS_VSPRITE,0 ; set if vSprite, clear if bob
18 BITDEF VS_SAVBACK,1 ; set if background is to be saved/restored
19 BITDEF VS_OVERLAY,2 ; set to mask image of bob onto background
20 BITDEF VS_MUSTDRAW,3 ; set if vSprite absolutely must be drawn
21 * -- system-set vSprite flags --
22 BITDEF VS_BACKSAVED,8 ; this bob's background has been saved
23 BITDEF VS_BOBUUPDATE,9 ; temporary flag, useless to outside world
24 BITDEF VS_GELGONE,10 ; set if gel is completely clipped (offscreen)
25 BITDEF VS_VSOVERFLOW,11 ; vSprite overflow (if MUSTDRAW set we draw!)
26
27
28 *----- B_flags -----
29 * -- these are the user flag bits --
30 BUSERFLAGS EQU $00FF ; mask of all user-settable bob-flags
31 BITDEF B_SAVEBOB,0 ; set to not erase bob
32 BITDEF B_BOBISCOMP,1 ; set to identify bob as animComp
33 * -- these are the system flag bits --
34 BITDEF B_BWAITING,8 ; set while bob is waiting on 'after'
35 BITDEF B_BDRAWN,9 ; set when bob is drawn this DrawG pass
36 BITDEF B_BOBSAWAY,10 ; set to initiate removal of bob
37 BITDEF B_BOBNIX,11 ; set when bob is completely removed
38 BITDEF B_SAVEPRESERVE,12 ; for back-restore during double-buffer
39 BITDEF B_OUTSTEP,13 ; for double-clearing if double-buffer
40
41
42 *----- defines for the animation procedures -----
43
44 ANFRACSIZE EQU 6
45 ANIMHALF EQU $0020
46 RINGTRIGGER EQU $0001
47
48 *----- macros --
49 * these are GEL functions that are currently simple enough to exist as a
50 * definition. It should not be assumed that this will always be the case
51
52 InitAnimate MACRO * &animKey
53 CLR.L \l
54 ENDM
55
56
57 RemBob MACRO * &b
58 OR.W #BF_BOBSAWAY,b_BobFlags+\l
59 ENDM
60
61 *----- VS : vSprite -----
62 STRUCTURE VS,0 ; vSprite
63 * -- SYSTEM VARIABLES --
64 * GEL linked list forward/backward pointers sorted by y,x value
65 APTR vs_NextVSprite ; struct *vSprite
66 APTR vs_PrevVSprite ; struct *vSprite
67 * GEL draw list constructed in the order the bobs are actually drawn, then
68 * list is copied to clear list
69 * must be here in vSprite for system boundary detection
```

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```
70 APTR vs_DrawPath ; struct *vSprite: pointer of overlay drawing
71 APTR vs_ClearPath ; struct *vSprite: pointer for overlay clearing
72 * the vSprite positions are defined in (y,x) order to make sorting
73 * sorting easier, since (y,x) as a long integer
74 WORD vs_Oldy ; previous position
75 WORD vs_Oldx ;
76 * -- COMMON VARIABLES --
77 WORD vs_VSFlags ; vSprite flags
78 * -- USER VARIABLES --
79 * the vSprite positions are defined in (y,x) order to make sorting
80 * easier, since (y,x) as a long integer
81 WORD vs_Y ; screen position
82 WORD vs_X
83 WORD vs_Height
84 WORD vs_Width ; number of words per row of image data
85 WORD vs_Depth ; number of planes of data
86 WORD vs_MeMask ; which types can collide with this vSprite
87 WORD vs_HitMask ; which types this vSprite can collide with
88 APTR vs_ImageData ; *WORD pointer to vSprite image
89 * borderLine is the one-dimensional logical OR of all
90 * the vSprite bits, used for fast collision detection of edge
91 APTR vs_BorderLine ; *WORD: logical OR of all vSprite bits
92 APTR vs_CollMask ; *WORD: similar to above except this is a
93 * matrix pointer to this vSprite's color definitions (not used by bobs)
94 APTR vs_SprColors ; *WORD
95 APTR vs_VSBob ; struct *bob: points home if this vSprite is
96 ; part of a bob
97 * planePick flag: set bit selects a plane from image, clear bit selects
98 * use of shadow mask for that plane
99 * OnOff flag: if using shadow mask to fill plane, this bit (corresponding
100 * to bit in planePick) describes whether to fill with 0's or 1's
101 * There are two uses for these flags:
102 * - if this is the vSprite of a bob, these flags describe how
103 * the bob is to be drawn into memory
104 * - if this is a simple vSprite and the user intends on setting
105 * the MUSTDRAW flag of the vSprite, these flags must be set
106 * too to describe which color registers the user wants for
107 * the image
108 BYTE vs_PlanePick
109 BYTE vs_PlaneOnOff
110 LABEL vs_SUserExt ; user definable
111 LABEL vs_SIZEOF
112
113
114 *----- BOB : bob -----
115
116 STRUCTURE BOB,0 ; bob: blitter object
117 * -- COMMON VARIABLES --
118 WORD bob_BobFlags ; general purpose flags (see definitions below)
119 * -- USER VARIABLES --
120 APTR bob_SaveBuffer ; *WORD pointer to the buffer for background
121 * save used by bobs for "cookie-cutting" and multi-plane masking
122 APTR bob_ImageShadow ; *WORD
123 * pointer to BOBs for sequenced drawing of bobs
124 * for correct overlaying of multiple component animations
125 APTR bob_Before ; struct *bob: draw this bob before bob pointed
126 ; to by before
127 APTR bob_After ; struct *bob: draw this bob after bob pointed
128 ; to by after
129 APTR bob_BobVSprite ; struct *vSprite: this bob's vSprite definition
130 APTR bob_BobComp ; struct *animComp: pointer to this bob's
131 ; animComp def
132 APTR bob_DBuffer ; struct dBufPacket: pointer to this bob's
133 ; dBuf packet
134 LABEL bob_BUUserExt ; bob user extension
135 LABEL bob_SIZEOF
136
137 *----- AC : animComp -----
138
```

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```
139 STRUCTURE AC,0 ; animComp
140 * -- COMMON VARIABLES --
141 WORD ac_CompFlags ; animComp flags for system & user
142 * timer defines how long to keep this component active:
143 * if set non-zero, timer decrements to zero then switches to nextSeq
144 * if set to zero, animComp never switches
145 WORD ac_Timer
146 * -- USER VARIABLES --
147 * initial value for timer when the animComp is activated by the system
148 WORD ac_Timeset
149 * pointer to next and previous components of animation object
150 APTR ac_NextComp ; struct *animComp
151 APTR ac_PrevComp ; struct *animComp
152 * pointer to component component definition of next image in sequence
153 APTR ac_NextSeq ; struct *animComp
154 APTR ac_PrevSeq ; struct *animComp
155 APTR ac_AnimRoutine ; address of special animation procedure
156 WORD ac_YTrans ; initial y translation (if this is a component)
157 WORD ac_XTrans ; initial x translation (if this is a component)
158 APTR ac_Headob ; struct *animOb
159 APTR ac_AnimBob ; struct *bob
160 LABEL ac_SIZE
161
162 *----- AO : animOb -----
163
164 STRUCTURE AO,0 ; animOb
165 * -- SYSTEM VARIABLES --
166 APTR ao_Nextob ; struct *animOb
167 APTR ao_Prevob ; struct *animOb
168 * number of calls to Animate this animOb has endured
169 LONG ao_Clock
170 WORD ao_AOldY ; old y,x coordinates
171 WORD ao_AOldX ;
172 * -- COMMON VARIABLES --
173 WORD ao_Any ; y,x coordinates of the animOb
174 WORD ao_AnX ;
175 * -- USER VARIABLES --
176 WORD ao_YVel ; velocities of this object
177 WORD ao_XVel ;
178 WORD ao_XAccel ; accelerations of this object
179 WORD ao_YAccel ; !!! backwards !!!
180 WORD ao_RingYTrans ; ring translation values
181 WORD ao_RingXTrans ;
182 APTR ao_AnimORoutine ; address of special animation procedure
183 APTR ao_HeadComp ; struct *animComp: pointer to first component
184 LABEL ao_AUserExt ; animOb user extension
185 LABEL ao_SIZEOF
186
187
188 *----- DBP : dBufPacket -----
189 * dBufPacket defines the values needed to be saved across buffer to buffer
190 * when in double-buffer mode
191
192 STRUCTURE DBP,0 ; dBufPacket
193 WORD dbp_BufY ; save the other buffers screen coordinates
194 WORD dbp_BufX ;
195 APTR dbp_BufPath ; struct *vSprite: carry the draw path over
196 ; the gap
197 * these pointers must be filled in by the user
198 * pointer to other buffer's background save buffer
199 APTR dbp_BufBuffer ; *WORD
200 * pointer to other buffer's background plane pointers
201 APTR dbp_BufPlanes ; **WORD
202 LABEL dbp_SIZEOF
203
204 ENDC ; GRAPHICS_GELS_I
```

E
4.3

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```
1 IFND GRAPHICS_GFX_I
2 GRAPHICS_GFX_I SET I
3 **
4 ** $Filename: graphics/gfx.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 BITSET equ $8000
14 BITCLR equ 0
15 AGNUS equ 1
16 DENISE equ 1
17
18 STRUCTURE BitMap,0
19 WORD bm_BytesPerRow
20 WORD bm_Rows
21 BYTE bm_Flags
22 BYTE bm_Depth
23 WORD bm_Pad
24 STRUCT bm_Planes,8*4
25 LABEL bm_SIZEOF
26
27 STRUCTURE Rectangle,0
28 WORD ra_MinX
29 WORD ra_MinY
30 WORD ra_MaxX
31 WORD ra_MaxY
32 LABEL ra_SIZEOF
33
34 ENDC ; GRAPHICS_GFX_I
```

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```
1      IFND    GRAPHICS_GFXBASE_I
2  GRAPHICS_GFXBASE_I      SET     I
3  ***
4  **   $Filename: graphics/gfxbase.i $
5  **   $Release: 1.3 $
6  ***
7  ***
8  ***
9  **   (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **   All Rights Reserved
11 **

12
13  IFND    EXEC_LISTS_I
14  include "exec/lists.i"
15  ENDC
16  IFND    EXEC_LIBRARIES_I
17  include "exec/libraries.i"
18  ENDC
19  IFND    EXEC_INTERRUPTS_I
20  include "exec/interrupts.i"
21  ENDC
22
23  STRUCTURE GfxBase,LIB_SIZE
24  APTR   gb_ActiView    ; struct *View
25  APTR   gb_copinit     ; struct *copinit; ptr to copper start up list
26  APTR   gb_cia          ; for 6526 resource use
27  APTR   gb_blitter     ; for blitter resource use
28  APTR   gb_LOFlist     ; current copper list being run
29  APTR   gb_SHFlist     ; current copper list being run
30  APTR   gb_bltnd      ; struct *bltnode
31  APTR   gb_blttl       ;
32  APTR   gb_bsblthd    ;
33  APTR   gb_bsblttl    ;
34  STRUCT  gb_vbsrv,IS_SIZE
35  STRUCT  gb_timsrv,IS_SIZE
36  STRUCT  gb_bltsrv,IS_SIZE
37  STRUCT  gb_TextFonts,LH_SIZE
38  APTR   gb_DefaultFont
39  UWORLD  gb_Modes      ; copy of bltcon0
40  BYTE    gb_VBlank
41  BYTE    gb_Debug
42  WORD    gb_BeamSync
43  WORD    gb_system_bplcon0
44  BYTE    gb_SpriteReserved
45  BYTE    gb_bytereserved
46
47  WORD    gb_Flags
48  WORD    gb_BlitLock
49  WORD    gb_BlitNest
50  STRUCT  gb_BlitWaitQ,LH_SIZE
51  APTR   gb_BlitOwner
52  STRUCT  gb_TOF_WaitQ,LH_SIZE
53
54  WORD    gb_DisplayFlags
55  APTR   gb_SimpleSprites
56  WORD    gb_MaxDisplayRow
57  WORD    gb_MaxDisplayColumn
58  WORD    gb_NormalDisplayRows
59  WORD    gb_NormalDisplayColumns
60  WORD    gb_NormalDPMX
61  WORD    gb_NormalDPMY
62
63  APTR   gb_LastChanceMemory
64  APTR   gb_LCMptr
65
66  WORD    gb_MicrosPerLine      ; usecs per line times 256
67  WORD    gb_MinDisplayColumn
68
69  STRUCT  gb_reserved,92      ; bytes reserved for future use
```

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```
70  LABEL   gb_SIZE
71
72  * bits for dalestuff, which may go away when blitter becomes a resource
73  OWNBLITTERn equ 0      * blitter owned bit
74  QBOWNERn   equ 1      * blitter owned by blot queuer
75
76  QBOWNER    equ 1<<QBOWNERn
77
78  ENDC      ; GRAPHICS_GFXBASE_I
```

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```
1 IFND GRAPHICS_LAYERS_I
2 GRAPHICS_LAYERS_I SET 1
3 **
4 ** $Filename: graphics/layers.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_SEMAPHORES_I
14 include "exec/semaphores.i"
15 ENDC
16
17 IFND EXEC_LISTS_I
18 include "exec/lists.i"
19 ENDC
20
21 * these should be clip.i/h but you know backwards compatibility etc.
22 LAYERSIMPLE equ 1
23 LAYERSMART equ 2
24 LAYERSUPER equ 4
25 LAYERUPDATING equ $10
26 LAYERBACKDROP equ $40
27 LAYERREFRESH equ $80
28 LAYER_CLIPRECTS_LOST equ $100
29
30 LMN_REGION equ -1
31
32 STRUCTURE Layer_Info,0
33 APTR li_top_layer
34 APTR li_check_lp
35 APTR li_obs
36 STRUCT li_FreeClipRects,MLH_SIZE
37 STRUCT li_Lock,SS_SIZE
38 STRUCT li_gs_Head,LH_SIZE
39 LONG li_long_reserved
40 WORD li_Flags
41 BYTE li_fatten_count
42 BYTE li_LockLayersCount
43 WORD li_LayerInfo_extra_size
44 APTR li.blitbuff
45 APTR li_LayerInfo_extra
46 LABEL li_SIZEOF
47
48 NEWLAYERINFO_CALLED equ 1
49 ALERTLAYERSNOMEM equ $83010000
50
51 ENDC ; GRAPHICS_LAYERS_I
```

E
-
45

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```
1 IFND GRAPHICS_RASTPORT_I
2 GRAPHICS_RASTPORT_I SET 1
3 **
4 ** $Filename: graphics/rastport.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND GRAPHICS_GFX_I
14 include "graphics/gfx.i"
15 ENDC
16
17 *----- TR : TmpRas -----
18
19 STRUCTURE TmpRas,0
20 APTR tr_RasPtr ; *WORD
21 LONG tr_Size
22 LABEL tr_SIZEOF
23
24 *----- GelsInfo
25
26 STRUCTURE GelsInfo,0
27 BYTE gi_sprRsvd * flag of which sprites to reserve from
28 * * vsprite system
29 BYTE gi_Flags * reserved for system use
30 APTR gi_gelHead
31 APTR gi_gelTail * dummy vSprites for list management
32 * pointer to array of 8 WORDS for sprite available lines
33 APTR gi_nextLine
34 * pointer to array of 8 pointers for color-last-assigned to vSprites
35 APTR gi_lastColor
36 APTR gi_collHandler * addresses of collision routines
37 SHORT gi_leftmost
38 SHORT gi_rightmost
39 SHORT gi_topmost
40 SHORT gi_bottommost
41 APTR gi_firstBlissObj
42 APTR gi_lastBlissObj * system use only
43 LABEL gi_SIZEOF
44
45 *----- RP_Flags -----
46 BITDEF RP_FRST_DOT,0 ; draw the first dot of this line ?
47 BITDEF RP_ONE_DOT,1 ; use one dot mode for drawing lines
48 BITDEF RP_DBUFFER,2 ; flag set when RastPorts are double-buffered
49 * ; (only used for bobs)
50 BITDEF RP_AREAOULLINE,3 ; used by areafiller
51 BITDEF RP_NOCROSSFILL,5 ; used by areafiller
52
53 *----- RP_DrawMode -----
54 RP_JAM1 EQU 0
55 RP_JAM2 EQU 1
56 RP_COMPLEMENT EQU 2
57 RP_INVERSVID EQU 4 ; inverse video for drawing modes
58
59 *----- RP_TxFlags -----
60 BITDEF RP_TXSCALE,0
61
62 STRUCTURE RastPort,0
63 LONG rp_Layer
64 LONG rp_BitMap
65 LONG rp_AreaPtn
66 LONG rp_TmpRas
67 LONG rp_AreaInfo
68 LONG rp_GelsInfo
69 BYTE rp_Mask
```

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```
70    BYTE    rp_FgPen
71    BYTE    rp_BgPen
72    BYTE    rp_AOLPen
73    BYTE    rp_DrawMode
74    BYTE    rp_AreaPtSz
75    BYTE    rp_Dummy
76    BYTE    rp_linpatcnt
77    WORD    rp_Flags
78    WORD    rp_LinePtrn
79    WORD    rp_cp_x
80    WORD    rp_cp_y
81    STRUCT   rp_minterms,8
82    WORD    rp_PenWidth
83    WORD    rp_PenHeight
84    LONG    rp_Font
85    BYTE    rp_AlgoStyle
86    BYTE    rp_TxFlags
87    WORD    rp_TxHeight
88    WORD    rp_TxWidth
89    WORD    rp_TxBaseline
90    WORD    rp_TxSpacing
91    APTR    rp_RP_User
92    STRUCT   rp_longreserved,8
93    ifnd    GFX_RASTPORT_1_2
94    STRUCT   rp_wordreserved,14
95    STRUCT   rp_reserved,8
96    endc
97    LABEL   rp_SIZEOF
98
99    STRUCTURE AreaInfo,0
100   LONG    ai_VctrTbl
101   LONG    ai_VctrPtr
102   LONG    ai_FlagTbl
103   LONG    ai_FlagPtr
104   WORD    ai_Count
105   WORD    ai_MaxCount
106   WORD    ai_FirstX
107   WORD    ai_FirstY
108   LABEL   ai_SIZEOF
109
110  ONE_DOTn equ    1
111  ONE_DOT equ    $2      * 1<<ONE_DOTn
112  FRST_DOTn equ    0
113  FRST_DOT equ    1      * 1<<FRST_DOTn
114
115  ENDC    ; GRAPHICS_RASTPORT_I
```

E
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```
1      IFND    GRAPHICS_REGIONS_I
2      GRAPHICS_REGIONS_I      SET    I
3  **
4  **      $Filename: graphics/regions.i $
5  **      $Release: 1.3 $
6  **
7  **
8  **
9  **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 **
12
13  IFND    GRAPHICS_GFX_I
14  include "graphics/gfx.i"
15  ENDC
16
17  STRUCTURE Region,0
18  STRUCT  rg_bounds,ra_SIZEOF
19  APTR   rg_RegionRectangle
20  LABEL   rg_SIZEOF
21
22  STRUCTURE RegionRectangle,0
23  APTR   rr_Next
24  APTR   rr_Prev
25  STRUCT  rr_bounds,ra_SIZEOF
26  LABEL   rr_SIZEOF
27
28  ENDC    ; GRAPHICS_REGIONS_I
```

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```
1 IFND GRAPHICS_SPRITE_I
2 GRAPHICS_SPRITE_I SET 1
3 **
4 ** $Filename: graphics/sprite.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 STRUCTURE SimpleSprite,0
14 APTR ss_posctldata
15 WORD ss_height
16 WORD ss_x
17 WORD ss_y
18 WORD ss_num
19 LABEL ss_SIZEOF
20
21 ENDC ; GRAPHICS_SPRITE_I
```

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```
1 IFND GRAPHICS_TEXT_I
2 GRAPHICS_TEXT_I SET 1
3 **
4 ** $Filename: graphics/text.i $
5 ** $Release: 1.3 $
6 **
7 ** graphics library text structures
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_PORTS_I
14 INCLUDE "exec/ports.i"
15 ENDC
16
17 ----- Font Styles -----
18 FS_NORMAL EQU 0 ;normal text (no style attributes set)
19 BITDEF FS_EXTENDED,3 ;extended face (must be designed)
20 BITDEF FS_ITALIC,2 ;italic (slanted 1:2 right)
21 BITDEF FS_BOLD,1 ;bold face text (ORed w/ shifted right 1)
22 BITDEF FS_UNDERLINED,0 ;underlined (under baseline)
23
24 ----- Font Flags -----
25 BITDEF FP_ROMFONT,0 ;font is in rom
26 BITDEF FP_DISKFONT,1 ;font is from diskfont.library
27 BITDEF FP_REVPATH,2 ;designed path is reversed (e.g. left)
28 BITDEF FP_TALLDOT,3 ;designed for hires non-interlaced
29 BITDEF FP_WIDEDOT,4 ;designed for lores interlaced
30 BITDEF FP_PROPORITIONAL,5 ;character sizes can vary from nominal
31 BITDEF FP_DEIGNED,6 ;size is "designed", not constructed
32 BITDEF FP_REMOVED,7 ;the font has been removed
33
34 **** TextAttr node ****
35 ***** TextAttr node ****
36 STRUCTURE TextAttr,0
37 APTR ta_Name ;name of the desired font
38 UWORD ta_YSize ;size of the desired font
39 UBYTE ta_Style ;desired font style
40 UBYTE ta_Flags ;font preferences
41 LABEL ta_SIZEOF
42
43 **** TextFont node ****
44 ***** TextFont node ****
45 STRUCTURE TextFont,MN_SIZE
46 * ;font name in LN used in this
47 UWORD tf_YSize ;font height order to best
48 UBYTE tf_Style ;font style match a font
49 UBYTE tf_Flags ;preference attributes / request.
50 UWORD tf_XSize ;nominal font width
51 UWORD tf_Baseline ;distance from the top of char to baseline
52 UWORD tf_BoldSmear ;smear to affect a bold enhancement
53
54 UWORD tf_Accessors ;access count
55
56 UBYTE tf_LoChar ;the first character described here
57 UBYTE tf_HiChar ;the last character described here
58 APTR tf_CharData ;the bit character data
59
60 UWORD tf_Modulo ;the row modulo for the strike font data
61 APTR tf_CharLoc ;ptr to location data for the strike font
62 * ; 2 words: bit offset then size
63 APTR tf_CharSpace ;ptr to words of proportional spacing data
64 APTR tf_CharKern ;ptr to words of kerning data
65 LABEL tf_SIZEOF
66
67 ENDC ; GRAPHICS_TEXT_I
```

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```
1      IFND    GRAPHICS_VIEW_I
2  GRAPHICS_VIEW_I SET   I
3  ***
4  **      $Filename: graphics/view.i $
5  **      $Release: 1.3 $
6  ***
7  **
8  **
9  **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **     All Rights Reserved
11 **
12
13  IFND    GRAPHICS_GFX_I
14  include "graphics/gfx.i"
15  ENDC
16
17  IFND    GRAPHICS_COPPER_I
18  include "graphics/copper.i"
19  ENDC
20
21 V_PFBA    EQU    $40
22 V_DUALPF   EQU    $400
23 V_HIRES   EQU    $8000
24 V_LACE    EQU    4
25 V_HAM     EQU    $800
26 V_SPRITES EQU    $4000
27 GENLOCK_VIDEO EQU 2
28
29  STRUCTURE  ColorMap,0
30  BYTE      cm_Flags
31  BYTE      cm_Type
32  WORD      cm_Count
33  APTR      cm_ColorTable
34  LABEL     cm_SIZEOF
35
36
37  STRUCTURE  ViewPort,0
38  LONG      vp_Next
39  LONG      vp_ColorMap
40  LONG      vp_DspIns
41  LONG      vp_SprIns
42  LONG      vp_ClrIns
43  LONG      vp_UCopIns
44  WORD      vp_DWidth
45  WORD      vp_DHeight
46  WORD      vp_DxOffset
47  WORD      vp_DyOffset
48  WORD      vp_Modes
49  BYTE      vp_SpritePriorities
50  BYTE      vp_reserved
51  APTR      vp_RasInfo
52  LABEL     vp_SIZEOF
53
54
55  STRUCTURE View,0
56  LONG      v_ViewPort
57  LONG      v_LOFCprList
58  LONG      v_SHFCprList
59  WORD      v_DyOffset
60  WORD      v_DxOffset
61  WORD      v_Modes
62  LABEL     v_SIZEOF
63
64
65  STRUCTURE collTable,0
66  LONG      cp_collPtrs,16
67  LABEL     cp_SIZEOF
68
69
```

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```
70  STRUCTURE RasInfo,0
71  APTR    ri_Next
72  LONG    ri_BitMap
73  WORD    ri_RxOffset
74  WORD    ri_RyOffset
75  LABEL   ri_SIZEOF
76
77  ENDC    ; GRAPHICS_VIEW_I
```

E
+
48

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```
1 IFND HARDWARE_ADKBITS_I
2 HARDWARE_ADKBITS_I SET I
3 **
4 ** $Filename: hardware/adkbits.i $
5 ** $Release: 1.3 $
6 **
7 ** bit definitions for adkcon register
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 ADKB_SETCLR EQU 15 ; standard set/clear bit
14 ADKB_PRECOMPL EQU 14 ; two bits of precompensation
15 ADKB_PRECOMPO EQU 13
16 ADKB_MFMPREC EQU 12 ; use mfm style precompensation
17 ADKB_UARTBRK EQU 11 ; force uart output to zero
18 ADKB_WORDSYNC EQU 10 ; enable DSKSYNC register matching
19 ADKB_MSBSYNC EQU 9 ; (Apple GCR Only) sync on MSB for reading
20 ADKB_FAST EQU 8 ; 1 -> 2 us/bit (mfm), 2 -> 4 us/bit (gcr)
21 ADKB_USE3PN EQU 7 ; use aud chan 3 to modulate period of ???
22 ADKB_USE2P3 EQU 6 ; use aud chan 2 to modulate period of 3
23 ADKB_USE1P2 EQU 5 ; use aud chan 1 to modulate period of 2
24 ADKB_USE0P1 EQU 4 ; use aud chan 0 to modulate period of 1
25 ADKB_USE3VN EQU 3 ; use aud chan 3 to modulate volume of ???
26 ADKB_USE2V3 EQU 2 ; use aud chan 2 to modulate volume of 3
27 ADKB_USE1V2 EQU 1 ; use aud chan 1 to modulate volume of 2
28 ADKB_USE0V1 EQU 0 ; use aud chan 0 to modulate volume of 1
29
30 ADKF_SETCLR EQU (1<<15)
31 ADKF_PRECOMPL EQU (1<<14)
32 ADKF_PRECOMPO EQU (1<<13)
33 ADKF_MFMPREC EQU (1<<12)
34 ADKF_UARTBRK EQU (1<<11)
35 ADKF_WORDSYNC EQU (1<<10)
36 ADKF_MSBSYNC EQU (1<<9)
37 ADKF_FAST EQU (1<<8)
38 ADKF_USE3PN EQU (1<<7)
39 ADKF_USE2P3 EQU (1<<6)
40 ADKF_USE1P2 EQU (1<<5)
41 ADKF_USE0P1 EQU (1<<4)
42 ADKF_USE3VN EQU (1<<3)
43 ADKF_USE2V3 EQU (1<<2)
44 ADKF_USE1V2 EQU (1<<1)
45 ADKF_USE0V1 EQU (1<<0)
46
47 ADKF_PRE000NS EQU 0 ; 000 ns of precomp
48 ADKF_PRE140NS EQU (ADKF_PRECOMPO) ; 140 ns of precomp
49 ADKF_PRE280NS EQU (ADKF_PRECOMPL) ; 280 ns of precomp
50 ADKF_PRE560NS EQU (ADKF_PRECOMPO!ADKF_PRECOMPL) ; 560 ns of precomp
51
52 ENDC ; HARDWARE_ADKBITS_I
```

E
49

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```
1 IFND HARDWARE_BLIT_I
2 HARDWARE_BLIT_I SET I
3 **
4 ** $Filename: hardware/blit.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 STRUCTURE bltnode,0
14 LONG bn_n
15 LONG bn_function
16 BYTE bn_stat
17 BYTE bn_dummy
18 WORD bn_bitsize
19 WORD bn_beamsync
20 LONG bn_cleanup
21 LABEL bn_SIZEOF
22
23 * bit defines used by blit queue
24 CLEANMEN equ 6
25 CLEANME equ 1<<CLEANMEN
26
27 * include file for blitter */
28 HSIZEBITS equ 6
29 VSIZEBITS equ 16-HSIZEBITS
30 VSIZEMASK equ $3f /* 2^6 -- 1 */
31 VSIZEMASK equ $3FF /* 2^10 - 1 */
32
33 MAXBYTESPERROW EQU 128
34
35 * definitions for blitter control register 0 */
36
37 ABC equ $80
38 ABNC equ $40
39 ANBC equ $20
40 ANBNC equ $10
41 NABC equ $8
42 NABNC equ $4
43 NANBC equ $2
44 NANBNC equ $1
45
46 BCOB_DEST equ 8
47 BCOB_SRCC equ 9
48 BCOB_SRCB equ 10
49 BCOB_SRCA equ 11
50 BCOF_DEST equ $100
51 BCOF_SRCC equ $200
52 BCOF_SRCB equ $400
53 BCOF_SRCA equ $800
54
55 BC1F_DESC equ 2
56
57 DEST equ $100
58 SRCC equ $200
59 SRCB equ $400
60 SRCA equ $800
61
62 ASHIFTSHIFT equ 12 /* bits to right align ashift value */
63 BSHIFTSHIFT equ 12 /* bits to right align bshift value */
64
65 * definitions for blitter control register 1 */
66 LINEMODE equ $1
67 FILL_OR equ $8
68 FILL_XOR equ $10
69 FILL_CARRYIN equ $4
```

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```
70 ONEDOT    equ   $2
71 OVFFLAG   equ   $20
72 SIGNFLAG  equ   $40
73 BLITREVERSE equ   $2
74
75 SUD       equ   $10
76 SUL       equ   $8
77 AUL       equ   $4
78
79 OCTANT8  equ   24
80 OCTANT7  equ   4
81 OCTANT6  equ   12
82 OCTANT5  equ   28
83 OCTANT4  equ   20
84 OCTANT3  equ   8
85 OCTANT2  equ   0
86 OCTANT1  equ   16
87
88      ENDC    ; HARDWARE_BLIT_I
```

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```
1           IFND    HARDWARE_CIA_I
2 HARDWARE_CIA_I SET    1
3 **
4 **      $Filename: hardware/cia.i $
5 **      $Release: 1.3 $
6 **
7 **      registers and bits in the Complex Interface Adapter (CIA) chip
8 **
9 **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **      All Rights Reserved
11 **
12
13 *
14 * _ciaa is on an ODD address (e.g. the low byte) -- $bfe001
15 * _ciab is on an EVEN address (e.g. the high byte) -- $bfd000
16 *
17 * do this to get the definitions:
18 *      XREF _ciaa
19 *      XREF _ciab
20 *
21
22
23 * cia register offsets
24 ciapra     EQU   $0000
25 ciaprb     EQU   $0100
26 ciaddr     EQU   $0200
27 ciaddrb    EQU   $0300
28 ciatalo    EQU   $0400
29 ciatahi   EQU   $0500
30 ciatblo    EQU   $0600
31 ciatbhi    EQU   $0700
32 ciatodlow  EQU   $0800
33 ciatodmid  EQU   $0900
34 ciatodhi   EQU   $0A00
35 ciasdr     EQU   $0C00
36 ciaicr     EQU   $0D00
37 ciacra     EQU   $0E00
38 ciacrb     EQU   $0F00
39
40 * interrupt control register bit numbers
41 CIAICRB_TA    EQU   0
42 CIAICRB_TB    EQU   1
43 CIAICRB_ALRM  EQU   2
44 CIAICRB_SP    EQU   3
45 CIAICRB_FLG   EQU   4
46 CIAICRB_IR    EQU   7
47 CIAICRB_SETCLR EQU   7
48
49 * control register A bit numbers
50 CIACRAB_START  EQU   0
51 CIACRAB_PBON   EQU   1
52 CIACRAB_OUTMODE EQU   2
53 CIACRAB_RUNMODE EQU   3
54 CIACRAB_LOAD   EQU   4
55 CIACRAB_INMODE  EQU   5
56 CIACRAB_SPMODE  EQU   6
57 CIACRAB_TODIN  EQU   7
58
59 * control register B bit numbers
60 CIACRBB_START  EQU   0
61 CIACRBB_PBON   EQU   1
62 CIACRBB_OUTMODE EQU   2
63 CIACRBB_RUNMODE EQU   3
64 CIACRBB_LOAD   EQU   4
65 CIACRBB_INMODE0 EQU   5
66 CIACRBB_INMODEL EQU   6
67 CIACRBB_ALARM   EQU   7
68
69 * interrupt control register bit masks
```

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70 CIAICRF_TA EQU (1<<0)
71 CIAICRF_TB EQU (1<<1)
72 CIAICRF_ALRM EQU (1<<2)
73 CIAICRF_SP EQU (1<<3)
74 CIAICRF_FLG EQU (1<<4)
75 CIAICRF_IR EQU (1<<7)
76 CIAICRF_SETCLR EQU (1<<7)
77
78 * control register A bit masks
79 CIACRAF_START EQU (1<<0)
80 CIACRAF_PBON EQU (1<<1)
81 CIACRAF_OUTMODE EQU (1<<2)
82 CIACRAF_RUNMODE EQU (1<<3)
83 CIACRAF_LOAD EQU (1<<4)
84 CIACRAF_INMODE EQU (1<<5)
85 CIACRAF_SPMODE EQU (1<<6)
86 CIACRAF_TODIN EQU (1<<7)
87
88 * control register B bit masks
89 CIACRBF_START EQU (1<<0)
90 CIACRBF_PBON EQU (1<<1)
91 CIACRBF_OUTMODE EQU (1<<2)
92 CIACRBF_RUNMODE EQU (1<<3)
93 CIACRBF_LOAD EQU (1<<4)
94 CIACRBF_INMODE0 EQU (1<<5)
95 CIACRBF_INMODEL EQU (1<<6)
96 CIACRBF_ALARM EQU (1<<7)
97
98 * control register B INMODE masks
99 CIACRBF_IN_PHI2 EQU 0
100 CIACRBF_IN_CNT EQU (CIACRBF_INMODE0)
101 CIACRBF_IN_TA EQU (CIACRBF_INMODEL)
102 CIACRBF_IN_CNT_TA EQU (CIACRBF_INMODE0!CIACRBF_INMODEL)
103
104
105 *
106 * Port definitions -- what each bit in a cia peripheral register is tied to
107 *
108
109 * ciaa port A (0xbfe001)
110 CIAB_GAMEPORT1 EQU (7) * gameport 1, pin 6 (fire button*)
111 CIAB_GAMEPORT0 EQU (6) * gameport 0, pin 6 (fire button*)
112 CIAB_DSKRDY EQU (5) * disk ready*
113 CIAB_DSKTRACK0 EQU (4) * disk on track 00*
114 CIAB_DSKPROT EQU (3) * disk write protect*
115 CIAB_DSKCHANGE EQU (2) * disk change*
116 CIAB_LED EQU (1) * led light control (0==>bright)
117 CIAB_OVERLAY EQU (0) * memory overlay bit
118
119 * ciaa port B (0xbfel01) -- parallel port
120
121 * ciab port A (0xbfd000) -- serial and printer control
122 CIAB_COMDIR EQU (7) * serial Data Terminal Ready*
123 CIAB_COMMRTS EQU (6) * serial Request to Send*
124 CIAB_COMCD EQU (5) * serial Carrier Detect*
125 CIAB_COMCTS EQU (4) * serial Clear to Send*
126 CIAB_COMDSR EQU (3) * serial Data Set Ready*
127 CIAB_PRTRSEL EQU (2) * printer SELECT
128 CIAB_PRTROUT EQU (1) * printer paper out
129 CIAB_PRTRBUSY EQU (0) * printer busy
130
131 * ciab port B (0xbfd100) -- disk control
132 CIAB_DSKMOTOR EQU (7) * disk motor*
133 CIAB_DSKSEL3 EQU (6) * disk select unit 3*
134 CIAB_DSKSEL2 EQU (5) * disk select unit 2*
135 CIAB_DSKSEL1 EQU (4) * disk select unit 1*
136 CIAB_DSKSEL0 EQU (3) * disk select unit 0*
137 CIAB_DSKSIDE EQU (2) * disk side select*
138 CIAB_DSKDIREC EQU (1) * disk direction of seek*

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139 CIAB_DSKSTEP EQU (0) * disk step heads*
140
141 * ciaa port A (0xbfe001)
142 CIAF_GAMEPORT1 EQU (1<<7)
143 CIAF_GAMEPORT0 EQU (1<<6)
144 CIAF_DSKRDY EQU (1<<5)
145 CIAF_DSKTRACK0 EQU (1<<4)
146 CIAF_DSKPROT EQU (1<<3)
147 CIAF_DSKCHANGE EQU (1<<2)
148 CIAF_LED EQU (1<<1)
149 CIAF_OVERLAY EQU (1<<0)
150
151 * ciaa port B (0xbfel01) -- parallel port
152
153 * ciab port A (0xbfd000) -- serial and printer control
154 CIAB_COMDIR EQU (1<<7)
155 CIAB_COMMRTS EQU (1<<6)
156 CIAB_COMCD EQU (1<<5)
157 CIAB_COMCTS EQU (1<<4)
158 CIAB_COMDSR EQU (1<<3)
159 CIAB_PRTRSEL EQU (1<<2)
160 CIAB_PRTROUT EQU (1<<1)
161 CIAB_PRTRBUSY EQU (1<<0)
162
163 * ciab port B (0xbfd100) -- disk control
164 CIAB_DSKMOTOR EQU (1<<7)
165 CIAB_DSKSEL3 EQU (1<<6)
166 CIAB_DSKSEL2 EQU (1<<5)
167 CIAB_DSKSEL1 EQU (1<<4)
168 CIAB_DSKSEL0 EQU (1<<3)
169 CIAB_DSKSIDE EQU (1<<2)
170 CIAB_DSKDIREC EQU (1<<1)
171 CIAB_DSKSTEP EQU (1<<0)
172
173 ENDC ; HARDWARE_CIA_I

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```
1      IFND  HARDWARE_CUSTOM_I
2  HARDWARE_CUSTOM_I      SET    1
3  **
4  **      $Filename: hardware/custom.i $
5  **      $Release: 1.3 $
6  **
7  **
8  **
9  **      (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **     All Rights Reserved
11 **
12
13 *
14 * do this to get base of custom registers:
15 * XREF _custom;
16 *
17
18 bltddat   EQU  $000
19 dmaconr   EQU  $002
20 vposr     EQU  $004
21 vhposr    EQU  $006
22 dskdatr   EQU  $008
23 joy0dat   EQU  $00A
24 joyldat   EQU  $00C
25 clxdat    EQU  $00E
26
27 adkconr   EQU  $010
28 pot0dat   EQU  $012
29 potldat   EQU  $014
30 potinp    EQU  $016
31 serdatr   EQU  $018
32 dskbytr   EQU  $01A
33 intenar   EQU  $01C
34 intreqr   EQU  $01E
35
36 dskpt     EQU  $020
37 dsklen    EQU  $024
38 dskdat    EQU  $026
39 refptr    EQU  $028
40 vposw     EQU  $02A
41 vhposw    EQU  $02C
42 copcon    EQU  $02E
43 serdat    EQU  $030
44 serper    EQU  $032
45 potgo     EQU  $034
46 joytest   EQU  $036
47 strequ    EQU  $038
48 strvbl   EQU  $03A
49 strhor    EQU  $03C
50 strlong   EQU  $03E
51
52 bltcon0   EQU  $040
53 bltconl   EQU  $042
54 bltafwm   EQU  $044
55 bltalwm   EQU  $046
56 bltcpt    EQU  $048
57 bltbpt    EQU  $04C
58 bltapt    EQU  $050
59 bltdpt    EQU  $054
60 bltsize   EQU  $058
61
62 bltcmod   EQU  $060
63 bltbmod   EQU  $062
64 bltamod   EQU  $064
65 bltdmod   EQU  $066
66
67 bltcdat   EQU  $070
68 bltbdat   EQU  $072
69 bltadat   EQU  $074
```

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```
70
71 dsksync   EQU  $07E
72
73 copllc    EQU  $080
74 cop2lc    EQU  $084
75 copjmpl   EQU  $088
76 copjmp2   EQU  $08A
77 copins    EQU  $08C
78 diwstrt   EQU  $08E
79 diwstop   EQU  $090
80 ddfstrt   EQU  $092
81 ddfstop   EQU  $094
82 dmacon    EQU  $096
83 clxcon    EQU  $098
84 intena    EQU  $09A
85 intreq    EQU  $09C
86 adkcon    EQU  $09E
87
88 aud       EQU  $0A0
89 aud0      EQU  $0A0
90 aud1      EQU  $0B0
91 aud2      EQU  $0C0
92 aud3      EQU  $0D0
93
94 * STRUCTURE AudChannel,0
95 ac_ptr    EQU  $00 ; ptr to start of waveform data
96 ac_len    EQU  $04 ; length of waveform in words
97 ac_per    EQU  $06 ; sample period
98 ac_vol    EQU  $08 ; volume
99 ac_dat    EQU  $0A ; sample pair
100 ac_SIZEOF EQU  $10
101
102 bplpt    EQU  $0E0
103
104 bplcon0  EQU  $100
105 bplcon1  EQU  $102
106 bplcon2  EQU  $104
107 bpl1mod  EQU  $108
108 bpl2mod  EQU  $10A
109
110 bpldat   EQU  $110
111
112 sprpt    EQU  $120
113
114 spr       EQU  $140
115 * STRUCTURE SpriteDef
116 sd_pos    EQU  $00
117 sd_ctl    EQU  $02
118 sd_dataa  EQU  $04
119 sd_datab  EQU  $08
120
121 color     EQU  $180
122
123 ENDC      ; HARDWARE_CUSTOM_I
```

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```
1 IFND HARDWARE_DMABITS_I
2 HARDWARE_DMABITS_I SET 1
3 **
4 ** $Filename: hardware/dmabits.i $
5 ** $Release: 1.3 $
6 **
7 ** include file for defining dma control stuff
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 * write definitions for dmaconw
14 DMAF_SETCLR EQU $8000
15 DMAF_AUDIO EQU $000F * 4 bit mask
16 DMAF_AUD0 EQU $0001
17 DMAF_AUD1 EQU $0002
18 DMAF_AUD2 EQU $0004
19 DMAF_AUD3 EQU $0008
20 DMAF_DISK EQU $0010
21 DMAF_SPRITE EQU $0020
22 DMAF_BLITTER EQU $0040
23 DMAF_COPPER EQU $0080
24 DMAF_RASTER EQU $0100
25 DMAF_MASTER EQU $0200
26 DMAF_BLITHOG EQU $0400
27 DMAF_ALL EQU $01FF * all dma channels
28
29 * read definitions for dmaconr
30 * bits 0-8 correspond to dmaconw definitions
31 DMAF_BLTDONE EQU $4000
32 DMAF_BLTNZERO EQU $2000
33
34 DMAB_SETCLR EQU 15
35 DMAB_AUD0 EQU 0
36 DMAB_AUD1 EQU 1
37 DMAB_AUD2 EQU 2
38 DMAB_AUD3 EQU 3
39 DMAB_DISK EQU 4
40 DMAB_SPRITE EQU 5
41 DMAB_BLITTER EQU 6
42 DMAB_COPPER EQU 7
43 DMAB_RASTER EQU 8
44 DMAB_MASTER EQU 9
45 DMAB_BLITHOG EQU 10
46 DMAB_BLTDONE EQU 14
47 DMAB_BLTNZERO EQU 13
48
49 ENDC ; HARDWARE_DMABITS_I
```

E
53

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```
1 IFND HARDWARE_INTBITS_I
2 HARDWARE_INTBITS_I SET 1
3 **
4 ** $Filename: hardware/intbits.i $
5 ** $Release: 1.3 $
6 **
7 ** bits in the interrupt enable (and interrupt request) register
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 INTB_SETCLR EQU (15) ;Set/Clear control bit. Determines if bits
14 ;written with a 1 get set or cleared. Bits
15 ;written with a zero are always unchanged.
16 INTB_INTEN EQU (14) ;Master interrupt (enable only )
17 INTB_EXTER EQU (13) ;External interrupt
18 INTB_DSKSYNC EQU (12) ;Disk re-SYNChronized
19 INTB_RBF EQU (11) ;serial port Receive Buffer Full
20 INTB_AUD3 EQU (10) ;Audio channel 3 block finished
21 INTB_AUD2 EQU (9) ;Audio channel 2 block finished
22 INTB_AUD1 EQU (8) ;Audio channel 1 block finished
23 INTB_AUD0 EQU (7) ;Audio channel 0 block finished
24 INTB_BLIT EQU (6) ;Blitter finished
25 INTB_VERTB EQU (5) ;start of Vertical Blank
26 INTB_COPER EQU (4) ;Coprocessor
27 INTB_PORTS EQU (3) ;I/O Ports and timers
28 INTB_SOFTINT EQU (2) ;software interrupt request
29 INTB_DSKBLK EQU (1) ;Disk Block done
30 INTB_TBE EQU (0) ;serial port Transmit Buffer Empty
31
32
33
34 INTF_SETCLR EQU (1<<15)
35 INTF_INTEN EQU (1<<14)
36 INTF_EXTER EQU (1<<13)
37 INTF_DSKSYNC EQU (1<<12)
38 INTF_RBF EQU (1<<11)
39 INTF_AUD3 EQU (1<<10)
40 INTF_AUD2 EQU (1<<9)
41 INTF_AUD1 EQU (1<<8)
42 INTF_AUD0 EQU (1<<7)
43 INTF_BLIT EQU (1<<6)
44 INTF_VERTB EQU (1<<5)
45 INTF_COPER EQU (1<<4)
46 INTF_PORTS EQU (1<<3)
47 INTF_SOFTINT EQU (1<<2)
48 INTF_DSKBLK EQU (1<<1)
49 INTF_TBE EQU (1<<0)
50
51 ENDC ; HARDWARE_INTBITS_I
```

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```
1 IFND INTUITION_INTUITION_I
2 INTUITION_INTUITION_I SET 1
3 **
4 ** $Filename: intuition/intuition.i $
5 ** $Release: 1.3 $
6 **
7 ** main intuition include
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC
16
17 IFND GRAPHICS_GFX_I
18 include "graphics/gfx.i"
19 ENDC
20
21 IFND GRAPHICS_CLIP_I
22 include "graphics/clip.i"
23 ENDC
24
25 IFND GRAPHICS_VIEW_I
26 include "graphics/view.i"
27 ENDC
28
29 IFND GRAPHICS_RASTPORT_I
30 include "graphics/rastport.i"
31 ENDC
32
33 IFND GRAPHICS_LAYERS_I
34 include "graphics/layers.i"
35 ENDC
36
37 IFND GRAPHICS_TEXT_I
38 include "graphics/text.i"
39 ENDC
40
41 IFND EXEC_PORTS_I
42 include "exec/ports.i"
43 ENDC
44
45 IFND DEVICES_TIMER_I
46 include "devices/timer.i"
47 ENDC
48
49 IFND DEVICES_INPUTEVENT_I
50 include "devices/inputevent.i"
51 ENDC
52
53 ; =====;
54 ; --- Menu =====;
55 ; =====;
56 ; =====;
57 STRUCTURE Menu,0
58
59 APTR mu_NextMenu ; menu pointer, same level
60 WORD mu_LeftEdge ; position of the select box
61 WORD mu_TopEdge ; position of the select box
62 WORD mu_Width ; dimensions of the select box
63 WORD mu_Height ; dimensions of the select box
64 WORD mu_Flags ; see flag definitions below
65 APTR mu_MenuName ; text for this Menu Header
66 APTR mu_FirstItem ; pointer to first in chain
67
68 ; these mysteriously-named variables are for internal use only
69 WORD mu_JazzX
```

E
-
54

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```
70 WORD mu_JazzY
71 WORD mu_BeatX
72 WORD mu_BeatY
73
74 LABEL mu_SIZEOF
75
76 ;*** FLAGS SET BY BOTH THE APPLIPROG AND INTUITION ***
77 MENUENABLED EQU $0001 ; whether or not this menu is enabled
78
79 ;*** FLAGS SET BY INTUITION ***
80 MIDDRAWN EQU $0100 ; this menu's items are currently drawn
81
82 ; =====;
83 ; --- MenuItem =====;
84 ; =====;
85 STRUCTURE MenuItem,0
86
87 APTR mi_NextItem ; pointer to next in chained list
88 WORD mi_LeftEdge ; position of the select box
89 WORD mi_TopEdge ; position of the select box
90 WORD mi_Width ; dimensions of the select box
91 WORD mi_Height ; dimensions of the select box
92 WORD mi_Flags ; see the defines below
93
94 LONG mi_MutualExclude ; set bits mean this item excludes that item
95
96 APTR mi_ItemFill ; points to Image, IntuiText, or NULL
97
98 ; when this item is pointed to by the cursor and the items highlight
99 ; mode HIGHIMAGE is selected, this alternate image will be displayed
100 APTR mi_SelectFill ; points to Image, IntuiText, or NULL
101
102 BYTE mi_Command ; only if appliprog sets the COMMSEQ flag
103
104 BYTE mi_KludgeFill100 ; This is strictly for word-alignment
105
106 APTR mi_SubItem ; if non-zero, DrawMenu shows "->"
107
108 ; The NextSelect field represents the menu number of next selected
109 ; item (when user has drag-selected several items)
110 WORD mi_NextSelect
111
112 LABEL mi_SIZEOF
113
114 ; --- FLAGS SET BY THE APPLIPROG -----
115 CHECKIT EQU $0001 ; whether to check this item if selected
116 ITEMTEXT EQU $0002 ; set if textual, clear if graphical item
117 COMMSEQ EQU $0004 ; set if there's an command sequence
118 MENUTOGGLE EQU $0008 ; set to toggle the check of a menu item
119 ITEMENABLED EQU $0010 ; set if this item is enabled
120
121 ; these are the SPECIAL HIGHLIGHT FLAG state meanings
122 HIGHFLAGS EQU $00C0 ; see definitions below for these bits
123 HIGHIMAGE EQU $0000 ; use the user's "select image"
124 HIGHCOMP EQU $0040 ; highlight by complementing the select box
125 HIGHBOX EQU $0080 ; highlight by drawing a box around the image
126 HIGHNONE EQU $00C0 ; don't highlight
127
128 ; --- FLAGS SET BY BOTH APPLIPROG AND INTUITION -----
129 CHECKED EQU $0100 ; if CHECKIT, then set this when selected
130
131
132 ; --- FLAGS SET BY INTUITION -----
133 ISDRAWN EQU $1000 ; this item's subs are currently drawn
134 HIGHITEM EQU $2000 ; this item is currently highlighted
135 MENUTOGGLED EQU $4000 ; this item was already toggled
136
137
138
```

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139
140
141
142 ; ======
143 ; == Requester ==
144 ; ======
145 STRUCTURE Requester,0
146 ; the ClipRect and BitMap and used for rendering the requester
147 APTR rq_OlderRequest
148 WORD rq_LeftEdge ; dimensions of the entire box
149 WORD rq_TopEdge ; dimensions of the entire box
150 WORD rq_Width ; dimensions of the entire box
151 WORD rq_Height ; dimensions of the entire box
152
153 WORD rq_RelLeft ; get POINTREL Pointer relativity offsets
154 WORD rq_RelTop ; get POINTREL Pointer relativity offsets
155
156 APTR rq_ReqGadget ; pointer to the first of a list of gadgets
157 APTR rq_ReqBorder ; the box's border
158 APTR rq_ReqText ; the box's text
159
160 WORD rq_Flags ; see definitions below
161
162 UBYTE rq_BackFill ; pen number for back-plane fill before draws
163
164 BYTE rq_KludgeFill100 ; This is strictly for word-alignment
165
166 APTR rq_ReqLayer ; layer in which requester rendered
167 STRUCT rq_ReqPad1,32 ; for backwards compatibility (reserved)
168
169 ; If the BitMap plane pointers are non-zero, this tells the system
; that the image comes pre-drawn (if the appliprog wants to define
; it's own box, in any shape or size it wants!); this is OK by
; Intuition as long as there's a good correspondence between the image
; and the specified Gadgets
170 APTR rq_ImageBMap ; points to the BitMap of PREDRAWN imagery
171
172 APTR rq_RWindow ; points back to requester's window
173 STRUCT rq_ReqPad2,36 ; for backwards compatibility (reserved)
174
175 LABEL rq_SIZEOF
176
177 ; FLAGS SET BY THE APPLIPROG
178 POINTREL EQU \$0001 ; if POINTREL set, TopLeft is relative to pointer
179 PREDRAWN EQU \$0002 ; if ReqBMap points to predrawn Requester imagery
180 NOISYREQ EQU \$0004 ; if you don't want requester to filter input
181
182 ; FLAGS SET BY INTUITION;
183 REOFFWINDOW EQU \$1000 ; part of one of the Gadgets was offwindow
184 REQACTIVE EQU \$2000 ; this requester is active
185 SYSREQUEST EQU \$4000 ; this requester caused by system
186 DEFERREFRESH EQU \$8000 ; this Requester stops a Refresh broadcast
187
188 ; ======
189 ; == Gadget ==
190 ; ======
191
192 STRUCTURE Gadget,0
193
194 APTR gg_NextGadget ; next gadget in the list
195
196 WORD gg_LeftEdge ; "hit box" of gadget
197 WORD gg_TopEdge ; "hit box" of gadget
198 WORD gg_Width ; "hit box" of gadget
199 WORD gg_Height ; "hit box" of gadget

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208 WORD gg_Flags ; see below for list of defines
209 WORD gg_Activation ; see below for list of defines
210 WORD gg_GadgetType ; see below for defines
211
212 ; appliprog can specify that the Gadget be rendered as either as Border
213 ; or an Image. This variable points to which (or equals NULL if there's
214 ; nothing to be rendered about this Gadget)
215 APTR gg_GadgetRender
216
217 ; appliprog can specify "highlighted" imagery rather than algorithmic
218 ; this can point to either Border or Image data
219 APTR gg_SelectRender
220
221 APTR gg_GadgetText ; text for this gadget;
222
223
224
225 ; by using the MutualExclude word, the appliprog can describe
226 ; which gadgets mutually-exclude which other ones. The bits in
227 ; MutualExclude correspond to the gadgets in object containing
228 ; the gadget list. If this gadget is selected and a bit is set
229 ; in this gadget's MutualExclude and the gadget corresponding to
230 ; that bit is currently selected (e.g. bit 2 set and gadget 2
231 ; is currently selected) that gadget must be unselected. Intuition
232 ; does the visual unselecting (with checkmarks) and leaves it up
233 ; to the program to unselect internally
234 LONG gg_MutualExclude ; set bits mean this gadget excludes that
235
236 ; pointer to a structure of special data required by Proportional, String
237 ; and Integer Gadgets
238 APTR gg_SpecialInfo
239
240 WORD gg_GadgetID ; user-definable ID field
241 APTR gg_UserData ; ptr to general purpose User data (ignored by Intuit)
242
243 LABEL gg_SIZEOF
244
245 ; --- FLAGS SET BY THE APPLIPROG ---
246 ; combinations in these bits describe the highlight technique to be used
247 GADGHIGHBITS EQU \$0003
248 GADGHCOMP EQU \$0000 ; Complement the select box
249 GADGHBOX EQU \$0001 ; Draw a box around the image
250 GADGHIMAGE EQU \$0002 ; Blast in this alternate image
251 GADGHNONE EQU \$0003 ; don't highlight
252
253
254 ; set this flag if the GadgetRender and SelectRender point to Image imagery,
255 ; clear if it's a Border
256 GADGIMAGE EQU \$0004
257
258 ; combinations in these next two bits specify to which corner the gadget's
259 ; Left & Top coordinates are relative. If relative to Top/Left,
260 ; these are "normal" coordinates (everything is relative to something in
261 ; this universe)
262 GRELBOTTOM EQU \$0008 ; set if rel to bottom, clear if rel top
263 GRELRIGHT EQU \$0010 ; set if rel to right, clear if to left
264 ; set the RELWIDTH bit to spec that Width is relative to width of screen
265 GRELWIDTH EQU \$0020
266 ; set the RELHEIGHT bit to spec that Height is rel to height of screen
267 GRELHEIGHT EQU \$0040
268
269 ; the SELECTED flag is initialized by you and set by Intuition. It
270 ; specifies whether or not this Gadget is currently selected/highlighted
271 SELECTED EQU \$0080
272
273
274 ; the GADGDISABLED flag is initialized by you and later set by Intuition
275 ; according to your calls to On/OffGadget(). It specifies whether or not
276 ; this Gadget is currently disabled from being selected

```

277 GADGDISABLED EQU $0100
278
279
280 ; --- These are the Activation flag bits ---
281 ; RELVERIFY is set if you want to verify that the pointer was still over
282 ; the gadget when the select button was released
283 RELVERIFY EQU $0001
284
285 ; the flag GADGIMMEDIATE, when set, informs the caller that the gadget
286 ; was activated when it was activated. this flag works in conjunction with
287 ; the RELVERIFY flag
288 GADGIMMEDIATE EQU $0002
289
290 ; the flag ENDGADGET, when set, tells the system that this gadget, when
291 ; selected, causes the Requester or AbsMessage to be ended. Requesters or
292 ; AbsMessages that are ended are erased and unlinked from the system
293 ENDGADGET EQU $0004
294
295 ; the FOLLOWMOUSE flag, when set, specifies that you want to receive
296 ; reports on mouse movements (ie, you want the REPORTMOUSE function for
297 ; your Window). When the Gadget is deselected (immediately if you have
298 ; no RELVERIFY) the previous state of the REPORTMOUSE flag is restored
299 ; You probably want to set the GADGIMMEDIATE flag when using FOLLOWMOUSE,
300 ; since that's the only reasonable way you have of learning why Intuition
301 ; is suddenly sending you a stream of mouse movement events. If you don't
302 ; set RELVERIFY, you'll get at least one Mouse Position event.
303 FOLLOWMOUSE EQU $0008
304
305 ; if any of the BORDER flags are set in a Gadget that's included in the
306 ; Gadget list when a Window is opened, the corresponding Border will
307 ; be adjusted to make room for the Gadget
308 RIGHTBORDER EQU $0010
309 LEFTBORDER EQU $0020
310 TOPBORDER EQU $0040
311 BOTTOMBORDER EQU $0080
312
313 TOGGLESELECT EQU $0100 ; this bit for toggle-select mode
314
315 STRINGCENTER EQU $0200 ; center the String
316 STRINGRIGHT EQU $0400 ; right-justify the String
317
318 LONGINT EQU $0800 ; This String Gadget is a Long Integer
319
320 ALTKEYMAP EQU $1000 ; This String has an alternate keymapping
321
322 BOOLEXTEND EQU $2000 ; This Boolean Gadget has a BoolInfo
323
324 ; --- GADGET TYPES ---
325 ; These are the Gaget Type definitions for the variable GadgetType.
326 ; Gadget number type MUST start from one. NO TYPES OF ZERO ALLOWED.
327 ; first comes the mask for Gadget flags reserved for Gadget typing
328 GADGETTYPE EQU $FC00 ; all Gadget Global Type flags (padded)
329 SYSGADGET EQU $8000 ; 1 = SysGadget, 0 = AppliGadget
330 SCRGADGET EQU $4000 ; 1 = ScreenGadget, 0 = WindowGadget
331 GZZGADGET EQU $2000 ; 1 = Gadget for GIMMEZEROZERO borders
332 REQGADGET EQU $1000 ; 1 = this is a Requester Gadget
333 ; system gadgets
334 SIZING EQU $0010
335 WDRAGGING EQU $0020
336 SDRAGGING EQU $0030
337 WUPFRONT EQU $0040
338 SUPFRONT EQU $0050
339 WDOWNBACK EQU $0060
340 SDOWNBACK EQU $0070
341 CLOSE EQU $0080
342 ; application gadgets
343 BOOLGADGET EQU $0001
344 GADGET0002 EQU $0002
345 PROPGADGET EQU $0003

```

```

346 STRGADGET EQU $0004
347
348
349
350 ; -----
351 ; === BoolInfo -----
352 ;
353 ; This is the special data needed by an Extended Boolean Gadget
354 ; Typically this structure will be pointed to by the Gadget field SpecialInfo
355
356 STRUCTURE BoolInfo,0
357
358 WORD bi_Flags ; defined below
359 APTR bi_Mask ; bit mask for highlighting and selecting
360 ; mask must follow the same rules as an Image
361 ; plane. It's width and height are determined
362 ; by the width and height of the gadget's
363 ; select box. (i.e. Gadget.Width and .Height).
364 LONG bi_Reserved ; set to 0
365
366 LABEL bi_SIZEOF
367
368 ; set BoolInfo.Flags to this flag bit.
369 ; in the future, additional bits might mean more stuff hanging
370 ; off of BoolInfo.Reserved.
371
372 BOOLMASK EQU $0001 ; extension is for masked gadget
373
374 ; -----
375 ; === PropInfo -----
376 ;
377 ; this is the special data required by the proportional Gadget
378 ; typically, this data will be pointed to by the Gadget variable SpecialInfo
379 STRUCTURE PropInfo,0
380
381 WORD pi_Flags ; general purpose flag bits (see defines below)
382
383 ; You initialize the Pot variables before the Gadget is added to
384 ; the system. Then you can look here for the current settings
385 ; any time, even while User is playing with this Gadget. To
386 ; adjust these after the Gadget is added to the System, use
387 ; ModifyProp(); The Pots are the actual proportional settings,
388 ; where a value of zero means zero and a value of MAXPOT means
389 ; that the Gadget is set to its maximum setting.
390 WORD pi_HorizPot ; 16-bit FixedPoint horizontal quantity percentage;
391 WORD pi_VertPot ; 16-bit FixedPoint vertical quantity percentage;
392
393 ; the 16-bit FixedPoint Body variables describe what percentage
394 ; of the entire body of stuff referred to by this Gadget is
395 ; actually shown at one time. This is used with the AUTO KNOB
396 ; routines, to adjust the size of the AUTO KNOB according to how
397 ; much of the data can be seen. This is also used to decide how
398 ; far to advance the Pots when User hits the Container of the Gadget.
399 ; For instance, if you were controlling the display of a 5-line
400 ; Window of text with this Gadget, and there was a total of 15
401 ; lines that could be displayed, you would set the VertBody value to
402 ; (MAXBODY / (TotalLines / DisplayLines)) = MAXBODY / 3.
403 ; Therefore, the AUTO KNOB would fill 1/3 of the container, and if
404 ; User hits the Cotainer outside of the knob, the pot would advance
405 ; 1/3 (plus or minus) If there's no body to show, or the total
406 ; amount of displayable info is less than the display area, set the
407 ; Body variables to the MAX. To adjust these after the Gadget is
408 ; added to the System, use ModifyProp().
409 WORD pi_HorizBody ; horizontal Body
410 WORD pi_VertBody ; vertical Body
411
412 ; these are the variables that Intuition sets and maintains
413 WORD pi_Cwidth ; Container width (with any relativity absolated)
414 WORD pi_Cheight ; Container height (with any relativity absolated)

```

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```
415 WORD pi_HPotRes ; pot increments
416 WORD pi_VPotRes ; pot increments
417 WORD pi_LeftBorder ; Container borders
418 WORD pi_TopBorder ; Container borders
419 LABEL pi_SIZEOF
420
421 ; --- FLAG BITS
422 AUTOKNOB EQU $0001 ; this flag sez: gimme that old auto-knob
423 FREEHORIZ EQU $0002 ; if set, the knob can move horizontally
424 FREEVERT EQU $0004 ; if set, the knob can move vertically
425 PROPBORDERLESS EQU $0008 ; if set, no border will be rendered
426 KNOBHIIT EQU $0100 ; set when this Knob is hit
427
428
429 KNOBMIN EQU 6 ; minimum horizontal size of the knob
430 KNOBVMIN EQU 4 ; minimum vertical size of the knob
431 MAXBODY EQU $FFFF ; maximum body value
432 MAXPOT EQU $FFFF ; maximum pot value
433
434
435 ; =====
436 ; == StringInfo ==
437 ;
438 ; this is the special data required by the string Gadget
439 ; typically, this data will be pointed to by the Gadget variable SpecialInfo
440 STRUCTURE StringInfo,0
441
442 ; you initialize these variables, and then Intuition maintains them
443 APTR si_Buffer ; the buffer containing the start and final string
444 APTR si_UndoBuffer ; optional buffer for undoing current entry
445 WORD si_BufferPos ; character position in Buffer
446 WORD si_MaxChars ; max number of chars in Buffer (including NULL)
447 WORD si_DisPos ; Buffer position of first displayed character
448
449 ; Intuition initializes and maintains these variables for you
450 WORD si_UndoPos ; character position in the undo buffer
451 WORD si_NumChars ; number of characters currently in Buffer
452 WORD si_DisCount ; number of whole characters visible in Container
453 WORD si_CLeft ; topleft offset of the container
454 WORD si_CTop ; topleft offset of the container
455 APTR si_LayerPtr ; the RastPort containing this Gadget
456
457 ; you can initialize this variable before the gadget is submitted to
458 ; Intuition, and then examine it later to discover what integer
459 ; the user has entered (if the user never plays with the gadget,
460 ; the value will be unchanged from your initial setting)
461 LONG si_LongInt ; the LONG return value of a LONGINT String Gadget
462
463 ; If you want this Gadget to use your own Console keymapping, you
464 ; set the ALTKEYMAP bit in the Activation flags of the Gadget, and then
465 ; set this variable to point to your keymap. If you don't set the
466 ; ALTKEYMAP, you'll get the standard ASCII keymapping.
467 APTR si_AltKeyMap
468
469 LABEL si_SIZEOF
470
471
472
473
474 ; =====
475 ; == IntuiText ==
476 ;
477 ; IntuiText is a series of strings that start with a screen location
478 ; (always relative to the upper-left corner of something) and then the
479 ; text of the string. The text is null-terminated.
480 STRUCTURE IntuiText,0
481
482 BYTE it_FrontPen ; the pens for rendering the text
483 BYTE it_BackPen ; the pens for rendering the text
```

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```
484 BYTE it_DrawMode ; the mode for rendering the text
485 BYTE it_KludgeFill100 ; This is strictly for word-alignment
486
487 WORD it_LeftEdge ; relative start location for the text
488 WORD it_TopEdge ; relative start location for the text
489
490 APTR it_ITextFont ; if NULL, you accept the defaults
491 APTR it_IText ; pointer to null-terminated text
492 APTR it_NextText ; continuation to TxWrite another text
493
494 LABEL it_SIZEOF
495
496
497
498
499
500
501
502
503
504 ; =====
505 ; == Border ==
506 ;
507 ; Data type Border, used for drawing a series of lines which is intended for
508 ; use as a border drawing, but which may, in fact, be used to render any
509 ; arbitrary vector shape.
510 ; The routine DrawBorder sets up the RastPort with the appropriate
511 ; variables, then does a Move to the first coordinate, then does Draws
512 ; to the subsequent coordinates.
513 ; After all the Draws are done, if NextBorder is non-zero we call DrawBorder
514 ; recursively
515 STRUCTURE Border,0
516
517 WORD bd_LeftEdge ; initial offsets from the origin
518 WORD bd_TopEdge ; initial offsets from the origin
519 BYTE bd_FrontPen ; pen number for rendering
520 BYTE bd_BackPen ; pen number for rendering
521 BYTE bd_DrawMode ; mode for rendering
522 BYTE bd_Count ; number of XY pairs
523 APTR bd_XY ; vector coordinate pairs rel to LeftTop
524 APTR bd_NextBorder ; pointer to any other Border too
525
526 LABEL bd_SIZEOF
527
528
529 ; =====
530 ; == Image ==
531 ;
532 ; This is a brief image structure for very simple transfers of
533 ; image data to a RastPort
534 STRUCTURE Image,0
535
536 WORD ig_LeftEdge ; starting offset relative to something
537 WORD ig_TopEdge ; starting offset relative to something
538 WORD ig_Width ; pixel size (though data is word-aligned)
539 WORD ig_Height ; pixel size
540 WORD ig_Depth ; pixel size
541 APTR ig_ImageData ; pointer to the actual image bits
542
543 ; the PlanePick and PlaneOnOff variables work much the same way as the
544 ; equivalent GELS Bob variables. It's a space-saving
545 ; mechanism for image data. Rather than defining the image data
546 ; for every plane of the RastPort, you need define data only for planes
547 ; that are not entirely zero or one. As you define your Imagery, you will
548 ; often find that most of the planes ARE just as color selectors. For
549 ; instance, if you're designing a two-color Gadget to use colors two and
550 ; three, and the Gadget will reside in a five-plane display, plane zero
551 ; of your imagery would be all ones, bit plane one would have data that
552 ; describes the imagery, and bit planes two through four would be
```

```

553 ; all zeroes. Using these flags allows you to avoid wasting all that
554 ; memory in this way:
555 ; first, you specify which planes you want your data to appear
556 ; in using the PlanePick variable. For each bit set in the variable, the
557 ; next "plane" of your image data is blitted to the display. For each bit
558 ; clear in this variable, the corresponding bit in PlaneOnOff is examined.
559 ; If that bit is clear, a "plane" of zeroes will be used. If the bit is
560 ; set, ones will go out instead. So, for our example:
561 ; Gadget.PlanePick = 0x02;
562 ; Gadget.PlaneOnOff = 0x01;
563 ; Note that this also allows for generic Gadgets, like the System Gadgets,
564 ; which will work in any number of bit planes
565 ; Note also that if you want an Image that is only a filled rectangle,
566 ; you can get this by setting PlanePick to zero (pick no planes of data)
567 ; and set PlaneOnOff to describe the pen color of the rectangle.
568 BYTE ig_PlanePick
569 BYTE ig_PlaneOnOff
570
571 ; if the NextImage variable is not NULL, Intuition presumes that
572 ; it points to another Image structure with another Image to be
573 ; rendered
574 APTR ig_NextImage
575
576 LABEL ig_SIZEOF
577
578
579
580
581
582 ; =====
583 ; == IntuiMessage ==
584 ; =====
585 STRUCTURE IntuiMessage,0
586
587 STRUCT im_ExecMessage,MN_SIZE
588
589 ; the Class bits correspond directly with the IDCMP Flags, except for the
590 ; special bit LONELYMESSAGE (defined below)
591 LONG im_Class
592
593 ; the Code field is for special values like MENU number
594 WORD im_Code
595
596 ; the Qualifier field is a copy of the current InputEvent's Qualifier
597 WORD im_Qualifier
598
599 ; IAddress contains particular addresses for Intuition functions, like
600 ; the pointer to the Gadget or the Screen
601 APTR im_IAddress
602
603 ; when getting mouse movement reports, any event you get will have the
604 ; the mouse coordinates in these variables. The coordinates are relative
605 ; to the upper-left corner of your Window (GIMMEZEROZERO notwithstanding)
606 WORD im_MouseX
607 WORD im_MouseY
608
609 ; the time values are copies of the current system clock time. Micros
610 ; are in units of microseconds, Seconds in seconds.
611 LONG im_Seconds
612 LONG im_Micros
613
614 ; the IDCMPWindow variable will always have the address of the Window of
615 ; this IDCMP
616 APTR im_IDCMPWindow
617
618 ; system-use variable
619 APTR im_SpecialLink
620
621 LABEL im_SIZEOF

```

```

622
623
624
625 ; --- IDCMP Classes ---
626 SIZEVERIFY EQU $00000001 ; See the Programmer's Guide
627 NEWSIZE EQU $00000002 ; See the Programmer's Guide
628 REFRESHWINDOW EQU $00000004 ; See the Programmer's Guide
629 MOUSEBUTTONS EQU $00000008 ; See the Programmer's Guide
630 MOUSEMOVE EQU $00000010 ; See the Programmer's Guide
631 GADGETDOWN EQU $00000020 ; See the Programmer's Guide
632 GADGETUP EQU $00000040 ; See the Programmer's Guide
633 REQSET EQU $00000080 ; See the Programmer's Guide
634 MENUPICK EQU $00000100 ; See the Programmer's Guide
635 CLOSEWINDOW EQU $00000200 ; See the Programmer's Guide
636 RAWKEY EQU $00000400 ; See the Programmer's Guide
637 REQVERIFY EQU $00000800 ; See the Programmer's Guide
638 REQCLEAR EQU $00001000 ; See the Programmer's Guide
639 MENUVERIFY EQU $00002000 ; See the Programmer's Guide
640 NEWPREFS EQU $00004000 ; See the Programmer's Guide
641 DISKINSERTED EQU $00008000 ; See the Programmer's Guide
642 DISKMOVED EQU $00010000 ; See the Programmer's Guide
643 WBENCHMESSAGE EQU $00020000 ; See the Programmer's Guide
644 ACTIVEWINDOW EQU $00040000 ; See the Programmer's Guide
645 INACTIVEWINDOW EQU $00080000 ; See the Programmer's Guide
646 DELTAMOVE EQU $00100000 ; See the Programmer's Guide
647 VANILLAKEY EQU $00200000 ; See the Programmer's Guide
648 INTUITICKS EQU $00400000 ; See the Programmer's Guide
649 ; NOTEZ-BIEN: $80000000 is reserved for internal use by IDCMP
650
651 ; the IDCMP Flags do not use this special bit, which is cleared when
652 ; Intuition sends its special message to the Task, and set when Intuition
653 ; gets its Message back from the Task. Therefore, I can check here to
654 ; find out fast whether or not this Message is available for me to send
655 LONELYMESSAGE EQU $80000000
656
657
658
659 ; --- IDCMP Codes ---
660 ; This group of codes is for the MENUVERIFY function
661 MENUHOT EQU $0001 ; IntuiWants verification or MENUCANCEL
662 MENUCANCEL EQU $0002 ; HOT Reply of this cancels Menu operation
663 MENUWAITING EQU $0003 ; Intuition simply wants a ReplyMsg() ASAP
664
665 ; These are internal tokens to represent state of verification attempts
666 ; shown here as a clue.
667 OKOK EQU MENUHOT ; guy didn't care
668 OKABORT EQU $0004 ; window rendered question moot
669 OKCANCEL EQU MENUCANCEL ; window sent cancel reply
670
671 ; This group of codes is for the WBENCHMESSAGE messages
672 WBENCHOPEN EQU $0001
673 WBENCHCLOSE EQU $0002
674
675
676
677
678 ; =====
679 ; == Window ==
680 ; =====
681 STRUCTURE Window,0
682
683 APTR wd_NextWindow ; for the linked list of a Screen
684
685 WORD wd_LeftEdge ; screen dimensions
686 WORD wd_TopEdge ; screen dimensions
687 WORD wd_Width ; screen dimensions
688 WORD wd_Height ; screen dimensions
689 WORD wd_MouseY ; relative top top-left corner
690

```

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691 WORD wd_MouseX ; relative top top-left corner
692 WORD wd_MinWidth ; minimum sizes
693 WORD wd_MinHeight ; minimum sizes
694 WORD wd_MaxWidth ; maximum sizes
695 WORD wd_MaxHeight ; maximum sizes
696
697 LONG wd_Flags ; see below for definitions
698
700 APTR wd_MenuStrip ; first in a list of menu headers
701
702 APTR wd_Title ; title text for the Window
703
704 APTR wd_FirstRequest ; first in linked list of active Requesters
705 APTR wd_DMRequest ; the double-menu Requester
706 WORD wd_ReqCount ; number of Requesters blocking this Window
707 APTR wd_WScreen ; this Window's Screen
708 APTR wd_RPort ; this Window's very own RastPort
709
710 ; the border variables describe the window border. If you specify
711 ; GIMMEZEROZERO when you open the window, then the upper-left of the
712 ; ClipRect for this window will be upper-left of the BitMap (with correct
713 ; offsets when in SuperBitMap mode; you MUST select GIMMEZEROZERO when
714 ; using SuperBitMap). If you don't specify ZeroZero, then you save
715 ; memory (no allocation of RastPort, Layer, ClipRect and associated
716 ; Bitmaps), but you also must offset all your writes by BorderTop,
717 ; BorderLeft and do your own mini-clipping to prevent writing over the
718 ; system gadgets
719 BYTE wd_BorderLeft
720 BYTE wd_BorderTop
721 BYTE wd_BorderRight
722 BYTE wd_BorderBottom
723 APTR wd_BorderRPort
724
725 ; You supply a linked-list of gadget that you want for your Window.
726 ; This list DOES NOT include system Gadgets. You get the standard
727 ; window system Gadgets by setting flag-bits in the variable Flags (see
728 ; the bit definitions below)
729 APTR wd_FirstGadget
730
731 ; these are for opening/closing the windows
732 APTR wd_Parent
733 APTR wd_Descendant
734
735 ; sprite data information for your own Pointer
736 ; set these AFTER you Open the Window by calling SetPointer()
737 APTR wd_Pointer
738 BYTE wd_PtrHeight
739 BYTE wd_PtrWidth
740 BYTE wd_XOffset
741 BYTE wd_YOffset
742
743 ; the IDCMP Flags and User's and Intuition's Message Ports
744 ULONG wd_IDCMPFlags
745 APTR wd_UserPort
746 APTR wd_WindowPort
747 APTR wd_MessageKey
748
749 BYTE wd_DetailPen
750 BYTE wd_BlockPen
751
752 ; the CheckMark is a pointer to the imagery that will be used when
753 ; rendering MenuItem's of this Window that want to be checkmarked
754 ; if this is equal to NULL, you'll get the default imagery
755 APTR wd_CheckMark
756
757 ; if non-null, Screen title when Window is active
758 APTR wd_ScreenTitle
759

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760 ; These variables have the mouse coordinates relative to the
761 ; inner-Window of GIMMEZEROZERO Windows. This is compared with the
762 ; MouseX and MouseY variables, which contain the mouse coordinates
763 ; relative to the upper-left corner of the Window, GIMMEZEROZERO
764 ; notwithstanding
765 WORD wd_GZZMouseX
766 WORD wd_GZZMouseY
767 ; these variables contain the width and height of the inner-Window of
768 ; GIMMEZEROZERO Windows
769 WORD wd_GZZWidth
770 WORD wd_GZZHeight
771
772 APTR wd_ExtData
773
774 ; general-purpose pointer to User data extension
775 APTR wd_UserData
776 APTR wd_WLayer ; stash of Window.RPort->Layer
777
778 ; NEW 1.2: need to keep track of the font that OpenWindow opened,
779 ; in case userSetFont's into RastPort
780 APTR IFont
781
782 LABEL wd_Size
783
784 ; --- FLAGS REQUESTED (NOT DIRECTLY SET THOUGH) BY THE APPLIPROG -----
785 WINDOWSIZING EQU \$0001 ; include sizing system-gadget?
786 WINDODRAG EQU \$0002 ; include dragging system-gadget?
787 WINDOWDEPTH EQU \$0004 ; include depth arrangement gadget?
788 WINDOWCLOSE EQU \$0008 ; include close-box system-gadget?
789
790 SIZEBRIGHT EQU \$0010 ; size gadget uses right border
791 SIZEBBOTTOM EQU \$0020 ; size gadget uses bottom border
792
793 ; --- refresh modes -----
794 ; combinations of the REFRESHBITS select the refresh type
795 REFRESHBITS EQU \$00C0
796 SMART_REFRESH EQU \$0000
797 SIMPLE_REFRESH EQU \$0040
798 SUPER_BITMAP EQU \$0080
799 OTHER_REFRESH EQU \$00C0
800
801 BACKDROP EQU \$0100 ; this is an ever-popular BACKDROP window
802
803 REPORTMOUSE EQU \$0200 ; set this to hear about every mouse move
804
805 GIMMEZEROZERO EQU \$0400 ; make extra border stuff
806
807 BORDERLESS EQU \$0800 ; set this to get a Window sans border
808
809 ACTIVATE EQU \$1000 ; when Window opens, it's the Active one
810
811 ; FLAGS SET BY INTUITION
812 WINDOWACTIVE EQU \$2000 ; this window is the active one
813 INREQUEST EQU \$4000 ; this window is in request mode
814 MENUSTATE EQU \$8000 ; this Window is active with its Menus on
815
816 ; --- Other User Flags -----
817 RMBTRAP EQU \$00010000 ; Catch RMB events for your own
818 NOCAREREFLASH EQU \$00020000 ; not to be bothered with REFRESH
819
820 ; --- Other Intuition Flags -----
821 WINDOWREFRESH EQU \$01000000 ; Window is currently refreshing
822 WENCHWINDOW EQU \$02000000 ; WorkBench Window
823 WINDOWTICKED EQU \$04000000 ; only one timer tick at a time
824
825 SUPER_UNUSED EQU \$FCFC0000 ; bits of Flag unused yet
826
827
828 ; --- see struct IntuiMessage for the IDCMP Flag definitions -----

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```
829
830
831 ; =====
832 ; === NewWindow =====
833 ; =====
834 STRUCTURE NewWindow,0
835
836     WORD nw_LeftEdge      ; initial Window dimensions
837     WORD nw_TopEdge       ; initial Window dimensions
838     WORD nw_Width         ; initial Window dimensions
839     WORD nw_Height        ; initial Window dimensions
840
841     BYTE nw_DetailPen    ; for rendering the detail bits of the Window
842     BYTE nw_BlockPen      ; for rendering the block-fill bits
843
844     LONG nw_IDCMPFlags   ; initial IDCMP state
845
846     LONG nw_Flags         ; see the Flag definition under Window
847
848 ; You supply a linked-list of Gadgets for your Window.
849 ; This list DOES NOT include system Gadgets. You get the standard
850 ; system Window Gadgets by setting flag-bits in the variable Flags (see
851 ; the bit definitions under the Window structure definition)
852 APTR    nw_FirstGadget
853
854 ; the CheckMark is a pointer to the imagery that will be used when
855 ; rendering MenuItem's of this Window that want to be checkmarked
856 ; if this is equal to NULL, you'll get the default imagery
857 APTR    nw_CheckMark
858
859 APTR    nw_Title          ; title text for the Window
860
861 ; the Screen pointer is used only if you've defined a CUSTOMSCREEN and
862 ; want this Window to open in it. If so, you pass the address of the
863 ; Custom Screen structure in this variable. Otherwise, this variable
864 ; is ignored and doesn't have to be initialized.
865 APTR    nw_Screen
866
867 ; SUPER_BITMAP Window? If so, put the address of your BitMap structure
868 ; in this variable. If not, this variable is ignored and doesn't have
869 ; to be initialized
870 APTR    nw_BitMap
871
872 ; the values describe the minimum and maximum sizes of your Windows.
873 ; these matter only if you've chosen the WINDOWSIZING Gadget option,
874 ; which means that you want to let the User to change the size of
875 ; this Window. You describe the minimum and maximum sizes that the
876 ; Window can grow by setting these variables. You can initialize
877 ; any one these to zero, which will mean that you want to duplicate
878 ; the setting for that dimension (if MinWidth == 0, MinWidth will be
879 ; set to the opening Width of the Window).
880 ; You can change these settings later using SetWindowLimits().
881 ; If you haven't asked for a SIZING Gadget, you don't have to
882 ; initialize any of these variables.
883 WORD nw_MinWidth
884 WORD nw_MinHeight
885 WORD nw_MaxWidth
886 WORD nw_MaxHeight
887
888 ; the type variable describes the Screen in which you want this Window to
889 ; open. The type value can either be CUSTOMSCREEN or one of the
890 ; system standard Screen Types such as WBENCHSCREEN. See the
891 ; type definitions under the Screen structure
892 WORD nw_Type
893
894 LABEL nw_SIZE
895
896 IFND INTUITION SCREENS_I
```

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```
898     INCLUDE "intuition/screens.i"
899     ENDC
900
901 IFND INTUITION_PREFERENCES_I
902     INCLUDE "intuition/preferences.i"
903     ENDC
904
905 ; =====
906 ; === Remember =====
907 ;
908 ; this structure is used for remembering what memory has been allocated to
909 ; date by a given routine, so that a premature abort or systematic exit
910 ; can deallocate memory cleanly, easily, and completely
911 STRUCTURE Remember,0
912
913     APTR rm_NextRemember
914     LONG rm_RememberSize
915     APTR rm_Memory
916
917 LABEL rm_SIZEOF
918
919
920
921 ; =====
922 ; === Miscellaneous =====
923 ;
924
925 ; = MACROS =
926 #define MENUNUM(n) (n & 0x1F)
927 #define ITEMNUM(n) ((n >> 5) & 0x003F)
928 #define SUBNUM(n) ((n >> 11) & 0x001F)
929
930 #define SHIFTMENU(n) (n & 0x1F)
931 #define SHIFTITEM(n) ((n & 0x3F) << 5)
932 #define SHIFTSUB(n) ((n & 0x1F) << 11)
933
934 #define SRBNUM(n) (0x08 - (n >> 4)) /* SerRWBits -> read bits per char */
935 #define SWBNUM(n) (0x08 - (n & 0x0F))/* SerRWBits -> write bits per chr */
936 #define SSBNUM(n) (0x01 + (n >> 4)) /* SerStopBuf -> stop bits per chr */
937 #define SPARNUM(n) (n >> 4)           /* SerParShk -> parity setting */
938 #define SHAKNUM(n) (n & 0x0F)           /* SerParShk -> handshake mode */
939
940 ; = MENU STUFF =
941 NOMENU EQU $001F
942 NOITEM EQU $003F
943 NOSUB EQU $001F
944 MENUNULL EQU $FFFF
945
946
947 ; ==RJ=='s peculiarities =====
948 #define FOREVER for(;;)
949 #define SIGN(x) ( ((x) > 0) - ((x) < 0) )
950
951
952 ; these defines are for the COMMSEQ and CHECKIT menu stuff. If CHECKIT,
953 ; I'll use a generic Width (for all resolutions) for the CheckMark.
954 ; If COMMSEQ, likewise I'll use this generic stuff
955 CHECKWIDTH EQU 19
956 COMMWIDTH EQU 27
957 LOWCHECKWIDTH EQU 13
958 LOWCOMMWIDTH EQU 16
959
960
961 ; these are the AlertNumber defines. if you are calling DisplayAlert()
962 ; the AlertNumber you supply must have the ALERT_TYPE bits set to one
963 ; of these patterns
964 ALERT_TYPE EQU $80000000
965 RECOVERY_ALERT EQU $00000000 ; the system can recover from this
966 DEADEND_ALERT EQU $80000000 ; no recovery possible, this is it
```

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```
967  
968  
969 ; When you're defining IntuiText for the Positive and Negative Gadgets  
970 ; created by a call to AutoRequest(), these defines will get you  
971 ; reasonable-looking text. The only field without a define is the IText  
972 ; field; you decide what text goes with the Gadget  
973 AUTOFRONTOPEN EQU 0  
974 AUTOBACKPEN EQU 1  
975 AUTODRAWMODE EQU RP_JAM2  
976 AUTOLEFTEDGE EQU 6  
977 AUTOTOPEDGE EQU 3  
978 AUTOITEXTFONT EQU 0  
979 AUTONEXTTEXT EQU 0  
980  
981  
982  
983 /* ---- RAWMOUSE Codes and Qualifiers (Console OR IDCMP) -----  
984 SELECTUP EQU (IECODE_LBUTTON+IECODE_UP_PREFIX)  
985 SELECTDOWN EQU (IECODE_LBUTTON)  
986 MENUUP EQU (IECODE_RBUTTON+IECODE_UP_PREFIX)  
987 MENUDOWN EQU (IECODE_RBUTTON)  
988 ALTLEFT EQU (IEQUALIFIER_LALT)  
989 ALTRIGHT EQU (IEQUALIFIER_RALT)  
990 AMIGALEFT EQU (IEQUALIFIER_LCOMMAND)  
991 AMIGARIGHT EQU (IEQUALIFIER_RCOMMAND)  
992 AMIGAKEYS EQU (AMIGALEFT+AMIGARIGHT)  
993  
994 CURSORUP EQU $4C  
995 CURSORLEFT EQU $4F  
996 CURSORRIGHT EQU $4E  
997 CURSORDOWN EQU $4D  
998 KEYCODE_Q EQU $10  
999 KEYCODE_X EQU $32  
0 KEYCODE_N EQU $36  
1 KEYCODE_M EQU $37  
2 KEYCODE_V EQU $34  
3 KEYCODE_B EQU $35  
4  
5 IFND INTUITION_INTUITIONBASE_I  
6 include "intuition/intuitionbase.i"  
7 ENDC  
8  
9 ENDC ; INTUITION_INTUITION_I
```

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```
1 IFND INTUITION_INTUITIONBASE_I  
2 INTUITION_INTUITIONBASE_I SET 1  
3 **  
4 ** $Filename: intuition/intuitionbase.i $  
5 ** $Release: 1.3 $  
6 **  
7 ** the IntuitionBase structure and supporting structures  
8 **  
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.  
10 ** All Rights Reserved  
11 **  
12  
13 IFND EXEC_TYPES_I  
14 INCLUDE "exec/types.i"  
15 ENDC  
16  
17 IFND EXEC_LIBRARIES_I  
18 INCLUDE "exec/libraries.i"  
19 ENDC  
20  
21 IFND GRAPHICS_VIEW_I  
22 INCLUDE "graphics/view.i"  
23 ENDC  
24  
25 * Be sure to protect yourself against someone modifying these data as  
26 * you look at them. This is done by calling:  
27 *  
28 * lock = LockIBase(0), which returns a ULONG. When done call  
29 * D0 D0  
30 * UnlockIBase(lock) where lock is what LockIBase() returned.  
31 * A0  
32 * NOTE: these library functions are simply stubs now, but should be called  
33 * to be compatible with future releases.  
34  
35 * ===== *  
36 * === IntuitionBase === *  
37 * ===== *  
38 STRUCTURE IntuitionBase,0  
39  
40 STRUCT ib_LibNode,LIB_SIZE  
41 STRUCT ib_ViewLord,v_SIZEOF  
42 APTR ib_ActiveWindow  
43 APTR ib_ActiveScreen  
44  
45 * the FirstScreen variable points to the frontmost Screen. Screens are  
46 * then maintained in a front to back order using Screen.NextScreen  
47  
48 APTR ib_FirstScreen  
49  
50 * there is not size here because...  
51 *  
52 *  
53  
54 ENDC ; INTUITION_INTUITIONBASE_I
```

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```
1 IFND INTUITION_PREFERENCES_I
2 INTUITION_PREFERENCES_I SET 1
3 **
4 ** $Filename: intuition/preferences.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **

12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC

16 IFND DEVICES_TIMER_I
17 include "devices/timer.i"
18 ENDC

21 ; =====
22 ; == Preferences ==
23 ; =====
24
25 ; these are the definitions for the printer configurations
26 FILENAME_SIZE EQU 30 ; Filename size
27
28 POINTERSIZE EQU (l+16+l)*2 ; Size of Pointer data buffer
29
30 ; These defines are for the default font size. These actually describe the
31 ; height of the defaults fonts. The default font type is the topaz
32 ; font, which is a fixed width font that can be used in either
33 ; eighty-column or sixty-column mode. The Preferences structure reflects
34 ; which is currently selected by the value found in the variable FontSize,
35 ; which may have either of the values defined below. These values actually
36 ; are used to select the height of the default font. By changing the
37 ; height, the resolution of the font changes as well.
38 TOPAZ_EIGHTY EQU 8
39 TOPAZ_SIXTY EQU 9
40
41 ;
42 STRUCTURE Preferences,0
43
44 ; the default font height
45 BYTE pf_FontHeight ; height for system default font
46
47 ; constant describing what's hooked up to the port
48 BYTE pf_PrinterPort ; printer port connection
49
50 ; the baud rate of the port
51 WORD pf_BaudRate ; baud rate for the serial port
52
53 ; various timing rates
54 STRUCT pf_KeyRptSpeed,TV_SIZE ; repeat speed for keyboard
55 STRUCT pf_KeyRptDelay,TV_SIZE ; Delay before keys repeat
56 STRUCT pf_DoubleClick,TV_SIZE ; Interval allowed between clicks
57
58 ; Intuition Pointer data
59 STRUCT pf_PointerMatrix,POINTERSIZE*2 ; Definition of pointer sprite
60 BYTE pf_XOffset ; X-Offset for active 'bit'
61 BYTE pf_YOffset ; Y-Offset for active 'bit'
62 WORD pf_color17 ;*****
63 WORD pf_color18 ; Colours for sprite pointer
64 WORD pf_color19 ;*****
65 WORD pf_PointerTicks ; Sensitivity of the pointer
66
67 ; Workbench Screen colors
68 WORD pf_color0 ;*****
69 WORD pf_color1 ; Standard default colours
```

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```
70 WORD pf_color2 ; Used in the Workbench
71 WORD pf_color3 ;*****
72
73 ; positioning data for the Intuition View
74 BYTE pf_ViewOffset ; Offset for top lefthand corner
75 BYTE pf_ViewYOffset ; X and Y dimensions
76 WORD pf_ViewInitX ; View initial offsets at startup
77 WORD pf_ViewInitY ; View initial offsets at startup
78
79 BOOL EnableCLI ; CLI availability switch
80
81 ; printer configurations
82 WORD pf_PrinterType ; printer type
83 STRUCT pf_PrinterFilename,FILENAME_SIZE ; file for printer
84
85 ; print format and quality configurations
86 WORD pf_PrintPitch ; print pitch
87 WORD pf_PrintQuality ; print quality
88 WORD pf_PrintSpacing ; number of lines per inch
89 WORD pf_PrintLeftMargin ; left margin in characters
90 WORD pf_PrintRightMargin ; right margin in characters
91 WORD pf_PrintImage ; positive or negative
92 WORD pf_PrintAspect ; horizontal or vertical
93 WORD pf_PrintShade ; b&w, half-tone, or color
94 WORD pf_PrintThreshold ; darkness ctrl for b/w dumps
95
96
97 ; print paper description
98 WORD pf_PaperSize ; paper size
99 WORD pf_PaperLength ; paper length in lines
100 WORD pf_PaperType ; continuous or single sheet
101
102 ; Serial device settings: These are six nibble-fields in three bytes
103 ; (these look a little strange so the defaults will map out to zero)
104 BYTE pf_SerRWBits ; upper nibble = (8-number of read bits)
105 ; lower nibble = (8-number of write bits)
106 BYTE pf_SerStopBuf ; upper nibble = (number of stop bits - 1)
107 ; lower nibble = (table value for BufSize)
108 BYTE pf_SerParShk ; upper nibble = (value for Parity setting)
109 ; lower nibble = (value for Handshake mode)
110
111 BYTE pf_LaceWB ; if workbench is to be interlaced
112
113 STRUCT pf_WorkName,FILENAME_SIZE ; temp file for printer
114
115 BYTE pf_RowSizeChange
116 BYTE pf_ColumnSizeChange ;
117
118 UWORLD pf_PrintFlags ; user preference flags
119 WORD pf_PrintMaxWidth ; max width of printed picture in 10ths/inch
120 UWORLD pf_PrintMaxHeight ; max height of printed picture in 10ths/inch
121 UBYTE pf_PrintDensity ; print density
122 UBYTE pf_PrintXOffset ; offset of printed picture in 10ths/inch
123
124 UWORLD pf_wb_Width ; override default workbench width
125 UWORLD pf_wb_Height ; override default workbench height
126 UBYTE pf_wb_Depth ; override default workbench depth
127
128 UBYTE pf_ext_size ; extension information -- do not touch!
129 ; extension size in blocks of 64 bytes
130 LABEL pf_SIZEOF
131
132
133 ; == Preferences definitions ==
134
135 ; Workbench Interlace (use one bit)
136 LACEWB EQU $01
137
138 ; PrinterPort
```

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139 PARALLEL_PRINTER EQU \$00
140 SERIAL_PRINTER EQU \$01
141
142 ; BaudRate
143 BAUD_110 EQU \$00
144 BAUD_300 EQU \$01
145 BAUD_1200 EQU \$02
146 BAUD_2400 EQU \$03
147 BAUD_4800 EQU \$04
148 BAUD_9600 EQU \$05
149 BAUD_19200 EQU \$06
150 BAUD_MIDI EQU \$07
151
152 ; PaperType
153 FANFOLD EQU \$00
154 SINGLE EQU \$80
155
156 ; PrintPitch
157 PICA EQU \$000
158 ELITE EQU \$400
159 FINE EQU \$800
160
161 ; PrintQuality
162 DRAFT EQU \$000
163 LETTER EQU \$100
164
165 ; PrintSpacing
166 SIX_LPI EQU \$000
167 EIGHT_LPI EQU \$200
168
169 ; Print Image
170 IMAGE_POSITIVE EQU \$00
E 171 IMAGE_NEGATIVE EQU \$01
172
63 173 ; PrintAspect
174 ASPECT_HORIZ EQU \$00
175 ASPECT_VERT EQU \$01
176
177 ; PrintShade
178 SHADE_BW EQU \$00
179 SHADE_GREYSCALE EQU \$01
180 SHADE_COLOR EQU \$02
181
182 ; PaperSize
183 US_LETTER EQU \$00
184 US_LEGAL EQU \$10
185 N_TRACTOR EQU \$20
186 W_TRACTOR EQU \$30
187 CUSTOM EQU \$40
188
189 ; PrinterType
190 CUSTOM_NAME EQU \$00
191 ALPHA_P_101 EQU \$01
192 BROTHER_15XL EQU \$02
193 CBM_MPSS1000 EQU \$03
194 DIATAB_630 EQU \$04
195 DIATAB_ADV_D25 EQU \$05
196 DIATAB_C_150 EQU \$06
197 EPSON EQU \$07
198 EPSON_JX_80 EQU \$08
199 OKIMATE_20 EQU \$09
200 QUME_LP_20 EQU \$0A
201 ; new printer entries, 3 October 1985
202 HP_LASERJET EQU \$0B
203 HP_LASERJET_PLUS EQU \$0C
204
205
206 ; Serial Input Buffer Sizes
207 SBUF_512 EQU \$00

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208 SBUF_1024 EQU \$01
209 SBUF_2048 EQU \$02
210 SBUF_4096 EQU \$03
211 SBUF_8000 EQU \$04
212 SBUF_16000 EQU \$05
213
214 ; Serial Bit Masks
215 SREAD_BITS EQU \$F0 ; pf_SerRWBits
216 SWRITE_BITS EQU \$0F
217
218 SSTOP_BITS EQU \$F0 ; pf_SerStopBuf
219 SBUFSIZE_BITS EQU \$0F
220
221 SPARITY_BITS EQU \$F0 ; pf_SerParShk
222 SHSHAKE_BITS EQU \$0F
223
224 ; Serial Parity (high nibble, but here shifted right, as by C-macro SPARNUM)
225 SPARITY_NONE EQU \$00
226 SPARITY EVEN EQU \$01
227 SPARITY_ODD EQU \$02
228
229 ; Serial Handshake Mode (low nibble, mask by SHSHAKE_BITS)
230 SHSHAKE_XON EQU \$00
231 SHSHAKE_RTS EQU \$01
232 SHSHAKE_NONE EQU \$02
233
234 ; new defines for PrintFlags
235 CORRECT_RED EQU \$0001 ; color correct red shades
236 CORRECT_GREEN EQU \$0002 ; color correct green shades
237 CORRECT_BLUE EQU \$0004 ; color correct blue shades
238
239 CENTER_IMAGE EQU \$0008 ; center image on paper
240
241 IGNORE_DIMENSIONS EQU \$0000 ; ignore max width/height settings
242 BOUNDED_DIMENSIONS EQU \$0010 ; use max width/height as boundaries
243 ABSOLUTE_DIMENSIONS EQU \$0020 ; use max width/height as absolutes
244 PIXEL_DIMENSIONS EQU \$0040 ; use max width/height as prt pixels
245 MULTIPLY_DIMENSIONS EQU \$0080 ; use max width/height as multipliers
246
247 INTEGER_SCALING EQU \$0100 ; force integer scaling
248
249 ORDERED_DITHERING EQU \$0000 ; ordered dithering
250 HALFTONE_DITHERING EQU \$0200 ; halftone dithering
251 FLOYD_DITHERING EQU \$0400 ; floyd-steinberg dithering
252
253 ANTI_ALIAS EQU \$0800 ; anti-alias image
254 GREY_SCALE2 EQU \$1000 ; for use with hi-res monitor
255
256 CORRECT_RGB_MASK EQU (CORRECT_RED+CORRECT_GREEN+CORRECT_BLUE)
257 DIMENSIONS_MASK EQU (BOUNDED_DIMENSIONS+ABSOLUTE_DIMENSIONS+PIXEL_DIMENSIONS)
258 DITHERING_MASK EQU (HALFTONE_DITHERING+FLOYD_DITHERING)
259
260 ENDC ; INTUITION_PREFERENCES_I

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```
1 IFND INTUITION_SCREENS_I
2 INTUITION_SCREENS_I SET 1
3 **
4 ** $Filename: intuition/screens.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC
16
17 IFND GRAPHICS_GFX_I
18 INCLUDE "graphics/gfx.i"
19 ENDC
20
21 IFND GRAPHICS_CLIP_I
22 INCLUDE "graphics/clip.i"
23 ENDC
24
25 IFND GRAPHICS_VIEW_I
26 INCLUDE "graphics/view.i"
27 ENDC
28
29 IFND GRAPHICS_RASTPORT_I
30 INCLUDE "graphics/rastport.i"
31 ENDC
32
33 IFND GRAPHICS_LAYERS_I
34 INCLUDE "graphics/layers.i"
35 ENDC
36
37 ; =====
38 ; === Screen ===
39 ;
40 STRUCTURE Screen,0
41
42 APTR sc_NextScreen ; linked list of screens
43 APTR sc_FirstWindow ; linked list Screen's Windows
44
45 WORD sc_LeftEdge ; parameters of the screen
46 WORD sc_TopEdge ; parameters of the screen
47
48 WORD sc_Width ; null-terminated Title text
49 WORD sc_Height ; for Windows without ScreenTitle
50
51 WORD sc_MouseY ; position relative to upper-left
52 WORD sc_MouseX ; position relative to upper-left
53
54 WORD sc_Flags ; see definitions below
55
56 APTR sc_Title
57 APTR sc_DefaultTitle
58
59 ; Bar sizes for this Screen and all Window's in this Screen
60 BYTE sc_BarHeight
61 BYTE sc_BarVBorder
62 BYTE sc_BarHBorder
63 BYTE sc_MenuVBorder
64 BYTE sc_MenuHBorder
65 BYTE sc_WBorTop
66 BYTE sc_WBorLeft
67 BYTE sc_WBorRight
68 BYTE sc_WBorBottom
69
```

E
64

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```
70 BYTE sc_KludgeFill00 ; This is strictly for word-alignment
71
72 ; the display data structures for this Screen
73 APTR sc_Font ; this screen's default font
74 STRUCT sc_ViewPort, vp_SIZEOF ; describing the Screen's display
75 STRUCT sc_RastPort, rp_SIZEOF ; describing Screen rendering
76 STRUCT sc_BitMap, bm_SIZEOF ; auxiliary graphexcess baggage
77 STRUCT sc_LayerInfo, li_SIZEOF ; each screen gets a LayerInfo
78
79 ; You supply a linked-list of Gadgets for your Screen.
80 ; This list DOES NOT include system Gadgets. You get the standard
81 ; system Screen Gadgets by default
82 APTR sc_FirstGadget
83
84 BYTE sc_DetailPen ; for bar/border/gadget rendering
85 BYTE sc_BlockPen ; for bar/border/gadget rendering
86
87 ; the following variable(s) are maintained by Intuition to support the
88 ; DisplayBeep() color flashing technique
89 WORD sc_SaveColor0
90
91 ; This layer is for the Screen and Menu bars
92 APTR sc_BarLayer ; was "BarLayer"
93
94 APTR sc_ExtData
95
96 APTR sc_UserData ; general-purpose pointer to User data
97
98 LABEL sc_SIZEOF
99
100
101 ; --- FLAGS SET BY INTUITION ---
102 ; The SCREENTYPE bits are reserved for describing various Screen types
103 ; available under Intuition.
104 SCREENTYPE EQU $000F ; all the screens types available
105 ; --- the definitions for the Screen Type
106 WBENCHSCREEN EQU $0001 ; Ta Da! The Workbench
107 CUSTOMSCREEN EQU $000F ; for that special look
108
109 SHOWTITLE EQU $0010 ; this gets set by a call to ShowTitle()
110
111 BEEPING EQU $0020 ; set when Screen is beeping
112
113 CUSTOMBITMAP EQU $0040 ; if you are supplying your own BitMap
114
115 SCREENBEHIND EQU $0080 ; if you want your screen to open behind
116 ; already open screens
117
118 SCREENQUIET EQU $0100 ; if you do not want Intuition to render
119 ; into your screen (gadgets, title)
120
121 STDSCREENHEIGHT EQU -1 ; supply in NewScreen.Height
122
123 ; =====
124 ; === NewScreen ===
125 ;
126 STRUCTURE NewScreen,0
127
128 WORD ns_LeftEdge ; initial Screen dimensions
129 WORD ns_TopEdge ; initial Screen dimensions
130 WORD ns_Width ; initial Screen dimensions
131 WORD ns_Height ; initial Screen dimensions
132 WORD ns_Depth ; initial Screen dimensions
133
134 BYTE ns_DetailPen ; default rendering pens (for Windows too)
135 BYTE ns_BlockPen ; default rendering pens (for Windows too)
136
137 WORD ns_ViewModes ; display "modes" for this Screen
138
```

```
139 WORD ns_Type           ; Intuition Screen Type specifier
140 APTR ns_Font           ; default font for Screen and Windows
141 APTR ns_DefaultTitle   ; Title when Window doesn't care
142 APTR ns_Gadgets         ; Your own initial Screen Gadgets
143
144 ; if you are opening a CUSTOMSCREEN and already have a BitMap
145 ; that you want used for your Screen, you set the flags CUSTOMBITMAP in
146 ; the Types variable and you set this variable to point to your BitMap
147 ; structure. The structure will be copied into your Screen structure,
148 ; after which you may discard your own BitMap if you want
149 APTR ns_CustomBitMap
150
151
152
153 LABEL    ns_SIZEOF
154 ENDC     ; INTUITION_SCREENS_I
```

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```
1      IFND    LIBRARIES_CONFIGREGS_I
2 LIBRARIES_CONFIGREGS_I SET    1
3 /**
4 ** $Filename: libraries/configregs.i $
5 ** $Release: 1.3 $
6 /**
7 ** register and bit definitions for expansion boards
8 /**
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 /**
11 ** All Rights Reserved
12 /**
13 ** Expansion boards are actually organized such that only one nibble per
14 ** word (16 bits) are valid information. This table is structured
15 ** as LOGICAL information. This means that it never corresponds
16 ** exactly with a physical implementation.
17 /**
18 ** The expansion space is logically split into two regions:
19 ** a rom portion and a control portion. The rom portion is
20 ** actually stored in one's complement form (except for the
21 ** er_type field).
22 /**
23 /**
24 STRUCTURE ExpansionRom,0
25   UBYTE    er_Type
26   UBYTE    er_Product
27   UBYTE    er_Flags
28   UBYTE    er_Reserved03
29   WORD     er_Manufacturer
30   ULONG    er_SerialNumber
31   WORD     er_InitDiagVec
32   UBYTE    er_Reserved0c
33   UBYTE    er_Reserved0d
34   UBYTE    er_Reserved0e
35   UBYTE    er_Reserved0f
36   LABEL    ExpansionRom_SIZEOF
37 /**
38 STRUCTURE ExpansionControl,0
39   UBYTE    ec_Interrupt      ; interrupt control register
40   UBYTE    ec_Reserved11
41   UBYTE    ec_BaseAddress    ; set new config address
42   UBYTE    ec_Shutup        ; don't respond, pass config out
43   UBYTE    ec_Reserved14
44   UBYTE    ec_Reserved15
45   UBYTE    ec_Reserved16
46   UBYTE    ec_Reserved17
47   UBYTE    ec_Reserved18
48   UBYTE    ec_Reserved19
49   UBYTE    ec_Reserved1a
50   UBYTE    ec_Reserved1b
51   UBYTE    ec_Reserved1c
52   UBYTE    ec_Reserved1d
53   UBYTE    ec_Reserved1e
54   UBYTE    ec_Reserved1f
55   LABEL    ExpansionControl_SIZEOF
56 /**
57 /**
58 ** many of the constants below consist of a triplet of equivalent
59 ** definitions: xxMASK is a bit mask of those bits that matter.
60 ** xxBIT is the starting bit number of the field. xxSIZE is the
61 ** number of bits that make up the definition. This method is
62 ** used when the field is larger than one bit.
63 /**
64 ** If the field is only one bit wide then the xxB_xx and xxF_xx convention
65 ** is used (xxB_xx is the bit number, and xxF_xx is mask of the bit).
66 /**
67 /**
68 ** manifest constants */
69 E_SLOTSIZE    EQU    $10000
```

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```
70 E_SLOTMASK      EQU    $ffff
71 E_SLOTSHIFT     EQU    16
72 /**
73 ** these define the two free regions of Zorro memory space.
74 ** THESE MAY WELL CHANGE FOR FUTURE PRODUCTS!
75 E_EXPANSIONBASE EQU    $e80000
76 E_EXPANSIONSIZE EQU    $080000
77 E_EXPANSIONLOTS EQU    8
78 /**
79 E_MEMORYBASE    EQU    $200000
80 E_MEMORYSIZE   EQU    $800000
81 E_MEMORYLOTS   EQU    128
82 /**
83 /**
84 /**
85 ***** ec_Type definitions */
86 /**
87 ** board type -- ignore "old style" boards */
88 ERT_TYPEMASK    EQU    $c0
89 ERT_TYPEBIT     EQU    6
90 ERT_TYPESIZE    EQU    2
91 ERT_NEWBOARD   EQU    $c0
92 /**
93 /**
94 ** type field memory size */
95 ERT_MEMMASK    EQU    $07
96 ERT_MEMBIT     EQU    0
97 ERT_MEMSIZE    EQU    3
98 /**
99 /**
100 ** other bits defined in type field */
101 BITDEF ERT,CHAINEDCONFIG,3
102 BITDEF ERT,DIAGVALID,4
103 BITDEF ERT,MEMLIST,5
104 /**
105 /**
106 ** er_Flags byte -- for those things that didn't fit into the type byte */
107 BITDEF ERF,MEMSPACE,7 ; wants to be in 8 meg space. Also
108 ; implies that board is moveable
109 BITDEF ERF,NOSHUTUP,6 ; board can't be shut up. Must not
110 ; be a board. Must be a box that
111 ; does not pass on the bus.
112 /**
113 /**
114 ** interrupt control register */
115 BITDEF ECI,INTENA,1
116 BITDEF ECI,RESET,3
117 BITDEF ECI,INT2PEND,4
118 BITDEF ECI,INT6PEND,5
119 BITDEF ECI,INT7PEND,6
120 BITDEF ECI,INTERRUPTING,7
121 /**
122 /**
123 ****
124 /**
125 ** these are the specifications for the diagnostic area. If the Diagnostic
126 ** Address Valid bit is set in the Board Type byte (the first byte in
127 ** expansion space) then the Diag Init vector contains a valid offset.
128 /**
129 ** The Diag Init vector is actually a word offset from the base of the
130 ** board. The resulting address points to the base of the DiagArea
131 ** structure. The structure may be physically implemented either four,
132 ** eight, or sixteen bits wide. The code will be copied out into
133 ** ram first before being called.
134 /**
135 ** The da_Size field, and both code offsets (da_DiagPoint and da_BootPoint)
136 ** are offsets from the diag area AFTER it has been copied into ram, and
137 ** "de-nibbleized" (if needed). In otherwords, the size is the size of
138 ** the actual information, not how much address space is required to
```

```

139 ** store it.
140 **
141 ** All bits are encoded with uninverted logic (e.g. 5 volts on the bus
142 ** is a logic one).
143 **
144 ** If your board is to make use of the boot facility then it must leave
145 ** its config area available even after it has been configured. Your
146 ** boot vector will be called AFTER your board's final address has been
147 ** set.
148 **
149 ****
150
151 STRUCTURE DiagArea,0
152   UBYTE    da_Config      ; see below for definitions
153   UBYTE    da_Flags       ; see below for definitions
154   WORD     da_Size        ; the size (in bytes) of the total diag area
155   WORD     da_DiagPoint   ; where to start for diagnostics, or zero
156   WORD     da_BootPoint   ; where to start for booting
157   WORD     da_Name        ; offset in diag area where a string
158                   ; identifier can be found (or zero if no
159                   ; identifier is present).
160
161   WORD     da_Reserve01  ; two words of reserved data. must be zero.
162   WORD     da_Reserve02
163 LABEL   DiagArea_SIZEOF
164
165 ; da_Config definitions
166 DAC_BUSWIDTH EQU $C0      ; two bits for bus width
167 DAC_NIBBLEWIDTH EQU $00
168 DAC_BYTEWIDE EQU $40
169 DAC_WORDWIDTH EQU $80
170
171 DAC_BOOTTIME EQU $30      ; two bits for when to boot
172 DAC_NEVER EQU $00         ; obvious
173 DAC_CONFIGTIME EQU $10     ; call da_BootPoint when first configing the
174                   ; the device
175 DAC_BINDTIME EQU $20       ; run when binding drivers to boards
176
177 **
178 ** These are the calling conventions for Diag or Boot area
179 **
180 ** A7 -- points to at least 2K of stack
181 ** A6 -- ExecBase
182 ** A5 -- ExpansionBase
183 ** A3 -- your board's ConfigDev structure
184 ** A2 -- Base of diag/init area that was copied
185 ** A0 -- Base of your board
186 **
187 ** Your board should return a value in D0. If this value is NULL, then
188 ** the diag/init area that was copied in will be returned to the free
189 ** memory pool.
190 **
191
192 ENDCL ; LIBRARIES_CONFIGREGS_I

```

```

1 IFND LIBRARIES_CONFIGVARS_I
2 LIBRARIES_CONFIGVARS_I SET 1
3 **
4 ** $Filename: libraries/configvars.i $
5 ** $Release: 1.3 $
6 **
7 ** software structures for configuration subsystem
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC ; EXEC_NODES_I
16
17 IFND LIBRARIES_CONFIGREGS_I
18 INCLUDE "libraries/configregs.i"
19 ENDC ; LIBRARIES_CONFIGREGS_I
20
21
22 STRUCTURE ConfigDev,0
23   STRUCT cd_Node,LN_SIZE
24     UBYTE cd_Flags
25     UBYTE cd_Pad
26     STRUCT cd_Rom,ExpansionRom_SIZEOF ; copy of boards config rom
27     APTR cd_BoardAddr ; where in memory the board is
28     APTR cd_BoardSize ; size in bytes
29     WORD cd_SlotAddr ; which slot number
30     WORD cd_SlotSize ; number of slots the board takes
31     APTR cd_Driver ; pointer to node of driver
32     APTR cd_NextCD ; linked list of drivers to config
33     STRUCT cd_Unused,4*4 ; for whatever the driver whats
34 LABEL ConfigDev_SIZEOF
35
36 ; cd_Flags
37 BITDEF CD_SHUTUP,0 ; this board has been shut up
38 BITDEF CD_CONFIGME,1 ; this board needs a driver to claim it
39
40 ; this structure is used by GetCurrentBinding() and SetCurrentBinding()
41 STRUCTURE CurrentBinding,0
42   APTR cb_ConfigDev
43   APTR cb_FileName
44   APTR cb_ProductString
45   APTR cb_ToolTypes
46 LABEL CurrentBinding_SIZEOF
47
48 ENDC ; LIBRARIES_CONFIGVARS_I

```

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```
1 IFND LIBRARIES_DISKFONT_I
2 LIBRARIES_DISKFONT_I SET 1
3 **
4 ** $Filename: libraries/diskfont.i $
5 ** $Release: 1.3 $
6 **
7 ** diskfont library definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_NODES_I
14 INCLUDE "exec/nodes.i"
15 ENDC
16 IFND EXEC_LISTS_I
17 INCLUDE "exec/lists.i"
18 ENDC
19 IFND GRAPHICS_TEXT_I
20 INCLUDE "graphics/text.i"
21 ENDC
22
23 MAXFONTPATH EQU 256 ; including null terminator
24
25 STRUCTURE FC,0
26 STRUCT fc_FileName,MAXFONTPATH
27 UWORD fc_Ysize
28 UBYTE fc_Style
29 UBYTE fc_Flags
30 LABEL fc_SIZEOF
31
32 FCH_ID EQU $0f00
33
34 STRUCTURE FCH,0
35 UWORD fch_FileID ; FCH_ID
36 UWORD fch_NumEntries ; the number of FontContents elements
37 LABEL fch_FC ; the FontContents elements
38
39
40 DFH_ID EQU $0f80
41 MAXFONTNAME EQU 32 ; font name including ".font\0"
42
43 STRUCTURE DiskFontHeader,
44 ; the following 8 bytes are not actually considered a part of the
45 ; DiskFontHeader, but immediately precede it. The NextSegment is supplied
46 ; by the linker/loader, and the ReturnCode is the code at the beginning
47 ; of the font in case someone runs it...
48 ; ULONG dfh_NextSegment ; actually a BPTR
49 ; ULONG dfh_ReturnCode ; MOVEQ #0,D0 : RTS
50 ; here then is the official start of the DiskFontHeader...
51 STRUCT dfh_DF,LN_SIZE ; node to link disk fonts
52 UWORD dfh_FileID ; DFH_ID
53 UWORD dfh_Revision ; the font revision in this version
54 LONG dfh_Segment ; the segment address when loaded
55 STRUCT dfh_Name,MAXFONTNAME ; the font name (null terminated)
56 STRUCT dfh_TF,tf_SIZEOF ; loaded TextFont structure
57 LABEL dfh_SIZEOF
58
59
60 BITDEF AF,MEMORY,0
61 BITDEF AF,DISK,1
62
63 STRUCTURE AF,0
64 UWORD af_Type ; MEMORY or DISK
65 STRUCT af_Attr,ta_SIZEOF ; text attributes for font
66 LABEL af_SIZEOF
67
68 STRUCTURE AFH,0
69 UWORD afh_NumEntries ; number of AvailFonts elements
```

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```
70 LABEL afh_AF ; the AvailFonts elements
71
72 ENDC ; LIBRARIES_DISKFONT_I
```

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```
1 IFND LIBRARIES_DOS_I
2 LIBRARIES_DOS_I SET 1
3 **
4 ** $Filename: libraries/dos.i $
5 ** $Release: 1.3 $
6 **
7 ** Standard assembler header for AmigaDOS
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 * IFND EXEC_TYPES_I
14 * INCLUDE "exec/types.i"
15 * ENDC
16
17
18 DOSNAME MACRO
19 DC.B 'dos.library',0
20 ENDM
21
22 * Predefined Amiga DOS global constants
23
24 DOSTRUE EQU -1
25 DOSFALSE EQU 0
26
27 * Mode parameter to Open()
28 MODE_OLDFILE EQU 1005 * Open existing file read/write
29 * * positioned at beginning of file.
30 MODE_NEWFILE EQU 1006 * Open freshly created file (delete
31 * * old file) read/write
32 MODE_READWRITE EQU 1004 * Open old file w/exclusive lock
33 * Relative position to Seek()
34 OFFSET_BEGINNING EQU -1 * relative to Beginning Of File
35 OFFSET_CURRENT EQU 0 * relative to Current file position
36 OFFSET_END EQU 1 * relative to End Of File
37
38 OFFSET_BEGINNING EQU OFFSET_BEGINNING * Ancient compatibility
39
40 BITSPERBYTE EQU 8
41 BYTESPERLONG EQU 4
42 BITSPERLONG EQU 32
43 MAXINT EQU $7FFFFFFF
44 MININT EQU $80000000
45
46 * Passed as type to Lock()
47 SHARED_LOCK EQU -2 ; File is readable by others
48 ACCESS_READ EQU -2 ; Synonym
49 EXCLUSIVE_LOCK EQU -1 ; No other access allowed
50 ACCESS_WRITE EQU -1 ; Synonym
51
52
53 STRUCTURE DateStamp,0
54 LONG ds_Days ; Number of days since Jan. 1, 1978
55 LONG ds_Minute ; Number of minutes past midnight
56 LONG ds_Tick ; Number of ticks past minute
57 LABEL ds_SIZEOF ; DateStamp
58 TICKS_PER_SECOND EQU 50 ; Number of ticks in one second
59
60 * Returned by Examine() and ExInfo()
61 STRUCTURE FileInfoBlock,0
62 LONG fib_DiskKey
63 LONG fib_DirEntryType ; Type of Directory. If < 0, then a plain file.
; If > 0 a directory
64
65 STRUCT fib_FileName,108 ; Null terminated. Max 30 chars used for now.
66 LONG fib_Protection ; bit mask of protection, rwx are 3-0.
67 LONG fib_EntryType
68 LONG fib_Size ; Number of bytes in file
69 LONG fib_NumBlocks ; Number of blocks in file
```

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```
70 STRUCT fib_DateStamp.ds_SIZEOF ; Date file last changed.
71 STRUCT fib_Comment,80 ; Null terminated. Comment associated with file
72 STRUCT fib_Reserved,36
73 LABEL fib_SIZEOF ; FileInfoBlock
74
75 * FIB stands for FileInfoBlock
76 * FIBB are bit definitions, FIBF are field definitions
77 BITDEF FIB_SCRIPT,6 ; program is an execute script
78 BITDEF FIB_PURE,5 ; program is reentrant and reexecutable
79 BITDEF FIB_ARCHIVE,4 ; cleared whenever file is changed
80 BITDEF FIB_READ,3 ; ignored by the system
81 BITDEF FIB_WRITE,2 ; ignored by the system
82 BITDEF FIB_EXECUTE,1 ; ignored by the system
83 BITDEF FIB_DELETE,0 ; prevent file from being deleted
84
85
86 * All BCPL data must be long word aligned. BCPL pointers are the long word
87 * address (i.e byte address divided by 4 (>>2))
88
89 * Macro to indicate BCPL pointers
90 BPTR MACRO * Long word pointer
91 LONG \l
92 ENDM
93 BSTR MACRO * Long word pointer to BCPL string.
94 LONG \l
95 ENDM
96
97 * #define BADDR( bptr ) (bptr << 2) * Convert BPTR to byte addressed pointer
98
99 * BCPL strings have a length in the first byte and then the characters.
100 * For example: s[0]=3 s[1]=S s[2]=Y s[3]=S
101
102 * returned by Info()
103 STRUCTURE InfoData,0
104 LONG id_NonSoftErrors * number of soft errors on disk
105 LONG id_UnitNumber * Which unit disk is (was) mounted on
106 LONG id_DiskState * See defines below
107 LONG id_NumBlocks * Number of blocks on disk
108 LONG id_NumBlocksUsed * Number of block in use
109 LONG id_BytesPerBlock
110 LONG id_DiskType
111 BPTR id_VolumeNode
112 LONG id_InUse
113 LABEL id_SIZEOF
114
115 * ID stands for InfoData
116 * Disk states
117 ID_WRITE_PROTECTED EQU 80 * Disk is write protected
118 ID_VALIDATING EQU 81 * Disk is currently being validated
119 ID_VALIDATED EQU 82 * Disk is consistent and writeable
120 * Disk types
121 ID_NO_DISK_PRESENT EQU -1
122 ID_UNREADABLE_DISK EQU ('B'<<24)!('A'<<16)!('D'<<8)
123 ID_NOT REALLY_DISK EQU ('N'<<24)!('D'<<16)!('O'<<8)!('S')
124 ID_DOS_DISK EQU ('D'<<24)!('O'<<16)!('S'<<8)
125 ID_KICKSTART_DISK EQU ('K'<<24)!('I'<<16)!('C'<<8)!('K')
126
127 * Errors from IoErr(), etc.
128 ERROR_NO_FREE_STORE EQU 103
129 ERROR_TASK_TABLE_FULL EQU 105
130 ERROR_LINE_TOO_LONG EQU 120
131 ERROR_FILE_NOT_OBJECT EQU 121
132 ERROR_INVALID_RESIDENT_LIBRARY EQU 122
133 ERROR_OBJECT_IN_USE EQU 202
134 ERROR_OBJECT_EXISTS EQU 203
135 ERROR_OBJECT_NOT_FOUND EQU 205
136 ERROR_ACTION_NOT_KNOWN EQU 209
137 ERROR_INVALID_COMPONENT_NAME EQU 210
138 ERROR_INVALID_LOCK EQU 211
```

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```
139 ERROR_OBJECT_WRONG_TYPE      EQU 212
140 ERROR_DISK_NOT_VALIDATED    EQU 213
141 ERROR_DISK_WRITE_PROTECTED   EQU 214
142 ERROR_RENAME_ACROSS_DEVICES EQU 215
143 ERROR_DIRECTORY_NOT_EMPTY    EQU 216
144 ERROR_DEVICE_NOT_MOUNTED    EQU 218
145 ERROR_SEEK_ERROR            EQU 219
146 ERROR_COMMENT_TOO_BIG        EQU 220
147 ERROR_DISK_FULL              EQU 221
148 ERROR_DELETE_PROTECTED       EQU 222
149 ERROR_WRITE_PROTECTED         EQU 223
150 ERROR_READ_PROTECTED         EQU 224
151 ERROR_NOT_A_DOS_DISK         EQU 225
152 ERROR_NO_DISK                EQU 226
153 ERROR_NO_MORE_ENTRIES        EQU 232
154
155 * These are the return codes used by convention by AmigaDOS commands
156 * See FAILAT and IF for relevance to EXECUTE files
157 RETURN_OK                    EQU 0  * No problems, success
158 RETURN_WARN                  EQU 5  * A warning only
159 RETURN_ERROR                 EQU 10 * Something wrong
160 RETURN_FAIL                  EQU 20 * Complete or severe failure
161
162 * Bit numbers that signal you that a user has issued a break
163     BITDEF SIGBREAK,CTRL_C,12
164     BITDEF SIGBREAK,CTRL_D,13
165     BITDEF SIGBREAK,CTRL_E,14
166     BITDEF SIGBREAK,CTRL_F,15
167
168 ENDC      ; LIBRARIES_DOS_I
```

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Sep 28 17:22 1988 libraries/dos_lib.i Page 1

```
1 IFND LIBRARIES_DOS_LIB_I
2 LIBRARIES_DOS_LIB_I SET 1
3 **
4 ** $Filename: libraries/dos_lib.i $
5 ** $Release: 1.3 $
6 ***
7 ** Library interface offsets for DOS library
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 reserve EQU 4
14 vsize EQU 6
15 count SET -vsize*(reserve+1)
16 LIBENT MACRO
17 _LVO\1 EQU count
18 count SET count-vsize
19 ENDM
20 *
21 *
22 *
23 LIBENT Open
24 LIBENT Close
25 LIBENT Read
26 LIBENT Write
27 LIBENT Input
28 LIBENT Output
29 LIBENT Seek
30 LIBENT DeleteFile
31 LIBENT Rename
32 LIBENT Lock
33 LIBENT UnLock
34 LIBENT DupLock
35 LIBENT Examine
36 LIBENT ExNext
37 LIBENT Info
38 LIBENT CreateDir
39 LIBENT CurrentDir
40 LIBENT IoErr
41 LIBENT CreateProc
42 LIBENT Exit
43 LIBENT LoadSeg
44 LIBENT UnLoadSeg
45 LIBENT GetPacket
46 LIBENT QueuePacket
47 LIBENT DeviceProc
48 LIBENT SetComment
49 LIBENT SetProtection
50 LIBENT DateStamp
51 LIBENT Delay
52 LIBENT WaitForChar
53 LIBENT ParentDir
54 LIBENT IsInteractive
55 LIBENT Execute
56
57 ENDC ; LIBRARIES_DOS_LIB_I
```

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```
1 IFND LIBRARIES_DOSEXTE NS_I
2 LIBRARIES_DOSEXTE NS_I SET 1
3 **
4 ** $Filename: libraries/dosex tens.i $
5 ** $Release: 1.3 $
6 ***
7 ** DOS structures not needed for the casual AmigaDOS user
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC
16 IFND EXEC_TASKS_I
17 INCLUDE "exec/tasks.i"
18 ENDC
19 IFND EXEC_PORTS_I
20 INCLUDE "exec/ports.i"
21 ENDC
22 IFND EXEC_LIBRARIES_I
23 INCLUDE "exec/libraries.i"
24 ENDC
25
26 IFND LIBRARIES_DOS_I
27 INCLUDE "libraries/dos.i"
28 ENDC
29
30
31 * All DOS processes have this STRUCTure
32 * Create and DeviceProc returns pointer to the MsgPort in this STRUCTure
33 * Process_addr = DeviceProc(..) - TC_SIZE
34
35 STRUCTURE Process,0
36 STRUCT pr_Task,TC_SIZE
37 STRUCT pr_MsgPort,MP_SIZE * This is BPTR address from DOS functions
38 WORD pr_Pad * Remaining variables on 4 byte boundaries
39 BPTR pr_SegList * Array of seg lists used by this process
40 LONG pr_StackSize * Size of process stack in bytes
41 APTR pr_GlobVec * Global vector for this process (BCPL)
42 LONG pr_TaskNum * CLI task number of zero if not a CLI
43 BPTR pr_StackBase * Ptr to high memory end of process stack
44 LONG pr_Result2 * Value of secondary result from last call
45 BPTR pr_CurrentDir * Lock associated with current directory
46 BPTR pr_CIS * Current CLI Input Stream
47 BPTR pr_COS * Current CLI Output Stream
48 APTR pr_ConsoleTask * Console handler process for current window
49 APTR pr_FileSystemTask * File handler process for current drive
50 BPTR pr_CLI * pointer to ConsoleLineInterpreter
51 APTR pr_ReturnAddr * pointer to previous stack frame
52 APTR pr_PktWait * Function to be called when awaiting msg
53 APTR pr_WindowPtr * Window pointer for errors
54 LABEL pr_SIZEOF * Process
55
56 * The long word address (BPTR) of this STRUCTure is returned by
57 * Open() and other routines that return a file. You need only worry
58 * about this STRUCT to do async io's via PutMsg() instead of
59 * standard file system calls
60
61 STRUCTURE FileHandle,0
62 APTR fh_Link * pointer to EXEC message
63 APTR fh_Interactive * Boolean; TRUE if interactive handle
64 APTR fh_Type * Port to do PutMsg() to
65 LONG fh_Buf
66 LONG fh_Pos
67 LONG fh_End
68 LONG fh_Funcs
69 fh_Func1 EQU fh_Funcs
```

```

70    LONG   fh_Func2
71    LONG   fh_Func3
72    LONG   fh_Args
73    fh_Argl EQU fh_Args
74    LONG   fh_Arg2
75    LABEL  fh_SIZEOF * FileHandle
76
77 * This is the extension to EXEC Messages used by DOS
78 STRUCTURE DosPacket,0
79    APTR  dp_Link      * pointer to EXEC message
80    APTR  dp_Port      * pointer to Reply port for the packet
81 *           * Must be filled in each send.
82    LONG   dp_Type      * See ACTION... below and
83 *           * 'R' means Read, 'W' means Write to the file system
84    LONG   dp_Resl      * For file system calls this is the result
85 *           * that would have been returned by the
86 *           * function, e.g. Write ('W') returns actual
87 *           * length written
88    LONG   dp_Res2      * For file system calls this is what would
89 *           * have been returned by IoErr()
90    LONG   dp_Argl
91 * Device packets common equivalents
92    dp_Action EQU dp_Type
93    dp_Status EQU dp_Resl
94    dp_Status2 EQU dp_Res2
95    dp_BufAddr EQU dp_Argl
96    LONG   dp_Arg2
97    LONG   dp_Arg3
98    LONG   dp_Arg4
99    LONG   dp_Arg5
100   LONG  dp_Arg6
101   LONG  dp_Arg7
102   LABEL  dp_SIZEOF * DosPacket
103
104 * A Packet does not require the Message to before it in memory, but
105 * for convenience it is useful to associate the two.
106 * Also see the function init_std_pkt for initializing this STRUCTure
107
108 STRUCTURE StandardPacket,0
109    STRUCT sp_Msg,MN_SIZE
110    STRUCT sp_Pkt,dp_SIZEOF
111    LABEL  sp_SIZEOF * StandardPacket
112
113
114 * Packet types
115    ACTION_NIL      EQU  0
116    ACTION_GET_BLOCK EQU  2      ;OBSOLETE
117    ACTION_SET_MAP   EQU  4
118    ACTION_DIE       EQU  5
119    ACTION_EVENT     EQU  6
120    ACTION_CURRENT_VOLUME EQU  7
121    ACTION_LOCATE_OBJECT EQU  8
122    ACTION_RENAME_DISK EQU  9
123    ACTION_WRITE     EQU  'W'
124    ACTION_READ      EQU  'R'
125    ACTION_FREE_LOCK EQU  15
126    ACTION_DELETE_OBJECT EQU  16
127    ACTION_RENAME_OBJECT EQU  17
128    ACTION_MORE_CACHE EQU  18
129    ACTION_COPY_DIR   EQU  19
130    ACTION_WAIT_CHAR  EQU  20
131    ACTION_SET_PROTECT EQU  21
132    ACTION_CREATE_DIR EQU  22
133    ACTION_EXAMINE_OBJECT EQU  23
134    ACTION_EXAMINE_NEXT EQU  24
135    ACTION_DISK_INFO  EQU  25
136    ACTION_INFO       EQU  26
137    ACTION_FLUSH      EQU  27
138    ACTION_SET_COMMENT EQU  28

```

```

139    ACTION_PARENT      EQU  29
140    ACTION_TIMER       EQU  30
141    ACTION_INHIBIT     EQU  31
142    ACTION_DISK_TYPE   EQU  32
143    ACTION_DISK_CHANGE EQU  33
144    ACTION_SET_DATE    EQU  34
145
146    ACTION_SCREEN_MODE EQU  994
147
148    ACTION_READ_RETURN  EQU  1001
149    ACTION_WRITE_RETURN EQU  1002
150    ACTION_SEEK        EQU  1008
151    ACTION_FINDUPDATE   EQU  1004
152    ACTION_FINDINPUT    EQU  1005
153    ACTION_FINDOUTPUT   EQU  1006
154    ACTION_END          EQU  1007
155    ACTION_TRUNCATE    EQU  1022 /* fast file system only */
156    ACTION_WRITE_PROTECT EQU  1023 /* fast file system only */
157
158 * DOS library node structure.
159 * This is the data at positive offsets from the library node.
160 * Negative offsets from the node is the jump table to DOS functions
161 * node = (STRUCT DosLibrary *) OpenLibrary( "dos.library" ... )
162
163 STRUCTURE DosLibrary,0
164    STRUCT dl_lib,LIE_SIZE
165    APTR  dl_Root      * Pointer to rootNode, described below
166    APTR  dl_GV         * Pointer to BCPL global vector
167    LONG  dl_A2         * Private register dump of DOS
168    LONG  dl_A5
169    LONG  dl_A6
170    LABEL  dl_SIZEOF * DosLibrary
171
172 *
173
174 STRUCTURE rootNode,0
175    BPTR  rn_TaskArray  * [0] is max number of CLI's
176 *           * [1] is APTR to process id of CLI 1
177 *           * [n] is APTR to process id of CLI n
178    BPTR  rn_ConsoleSegment * SegList for the CLI
179    STRUCT rn_Time,ds_SIZEOF * Current time
180    LONG  rn_RestartSeg   * SegList for the disk validator process
181    BPTR  rn_Info        * Pointer to the Info structure
182    BPTR  rn_FileHandlerSegment * code for file handler
183    LABEL  rn_SIZEOF * rootNode
184
185 STRUCTURE DosInfo,0
186    BPTR  di_McName     * Network name of this machine currently 0
187    BPTR  di_DevInfo    * Device List
188    BPTR  di_Devices    * Currently zero
189    BPTR  di_Handlers   * Currently zero
190    APTR  di_NetHand    * Network handler processid currently zero
191    LABEL  di_SIZEOF * DosInfo
192
193 * DOS Processes started from the CLI via RUN or NEWCLI have this additional
194 * set to data associated with them
195
196 STRUCTURE CommandLineInterface,0
197    LONG  cli_Result2   * Value of IoErr from last command
198    BSTR  cli_SetName   * Name of current directory
199    BPTR  cli_CommandDir * Lock associated with command directory
200    LONG  cli_ReturnCode * Return code from last command
201    BSTR  cli_CommandName * Name of current command
202    LONG  cli_FailLevel  * Fail level (set by FAILAT)
203    BSTR  cli_Prompt     * Current prompt (set by PROMPT)
204    BPTR  cli_StandardInput * Default (terminal) CLI input
205    BPTR  cli_CurrentInput * Current CLI input
206    BSTR  cli_CommandFile * Name of EXECUTE command file
207    LONG  cli_Interactive * Boolean True if prompts required

```

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```
208    LONG cli_Background      * Boolean True if CLI created by RUN
209    BPTR  cli_CurrentOutput   * Current CLI output
210    LONG cli_DefaultStack    * Stack size to be obtained in long words
211    BPTR  cli_StandardOutput * Default (terminal) CLI output
212    BPTR  cli_Module         * SegList of currently loaded command
213    LABEL cli_SIZEOF        * CommandLineInterface
214
215 * This structure can take on different values depending on whether it is
216 * a device, an assigned directory, or a volume. Below is the structure
217 * reflecting volumes only. Following that is the structure representing
218 * only devices. Following that is the unioned structure representing all
219 * the values
220
221 * structure representing a volume
222
223 STRUCTURE DevList,0
224     BPTR  dl_Next           ; bptr to next device list
225     LONG   dl_Type          ; see DLT below
226     APTR  dl_Task           ; ptr to handler task
227     BPTR  dl_Lock           ; not for volumes
228     STRUCT  dl_VolumeDate,ds_SIZEOF ; creation date
229     BPTR  dl_LockList        ; outstanding locks
230     LONG   dl_DiskType       ; 'DOS', etc
231     LONG   dl_unused
232     BSTR   dl_Name           ; bptr to bcpl name
233     LABEL  DevList_SIZEOF
234
235 * device structure (same as the DeviceNode structure in filehandler.i
236
237 STRUCTURE DevInfo,0
238     BPTR  dvi_Next
239     LONG   dvi_Type
240     APTR  dvi_Task
241     BPTR  dvi_Lock
242     BSTR   dvi_Handler
243     LONG   dvi_StackSize
244     LONG   dvi_Priority
245     LONG   dvi_Startup
246     BPTR  dvi_SegList
247     BPTR  dvi_GlobVec
248     BSTR   dvi_Name
249     LABEL  dvi_SIZEOF
250
251 * combined structure for devices, assigned directories, volumes
252
253 STRUCTURE DosList,0
254     BPTR  dol_Next           ; bptr to next device on lis
255     LONG   dol_Type          ; see DLT below
256     APTR  dol_Task           ; ptr to handler task
257     BPTR  dol_Lock
258
259     STRUCT  dol_VolumeDate,0 ; creation date (UNION)
260     BSTR   dol_Handler        ; file name to load if seglist is null
261     LONG   dol_StackSize       ; stacksize to use when starting process
262     LONG   dol_Priority        ; task priority when starting process
263
264     STRUCT  dol_LockList,0    ; outstanding locks (UNION)
265     ULONG  dol_Startup        ; startup msg: FileSysStartupMsg
266                           ; for disks
267
268     STRUCT  dol_DiskType,0    ; 'DOS', etc (UNION)
269     BPTR  dol_SegList         ; already loaded code for new task
270
271     BPTR  dol_GlobVec         ; BCPL global vector
272
273     BSTR   dol_Name           ; bptr to bcpl name
274     LABEL  DosList_SIZEOF
275
276
```

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```
277
278 * definitions for dl_Type
279 DLT_DEVICE      EQU 0
280 DLT_DIRECTORY   EQU 1
281 DLT_VOLUME      EQU 2
282
283
284 * a lock structure, as returned by Lock() or DupLock()
285 STRUCTURE FileLock,0
286     BPTR  fl_Link           ; bcpl pointer to next lock
287     LONG   fl_Key            ; disk block number
288     LONG   fl_Access          ; exclusive or shared
289     APTR  fl_Task             ; handler task's port
290     BPTR  fl_Volume           ; bptr to a DeviceList
291     LABEL  fl_SIZEOF
292
293 ENDC   ; LIBRARIES_DOSEXTENS_I
```

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```
1 IFND LIBRARIES_EXPANSION_I
2 LIBRARIES_EXPANSION_I SET 1
3 **
4 ** $Filename: libraries/expansion.i $
5 ** $Release: 1.3 $
6 **
7 ** external definitions for expansion.library
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 EXPANSIONNAME MACRO
14 dc.b 'expansion.library',0
15 ENDM
16
17
18 /* flags for the AddDosNode() call */
19 BITDEF ADN,STARTPROC,0
20
21 ENDC ; LIBRARIES_EXPANSION_I
```

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```
1 IFND LIBRARIES_EXPANSIONBASE_I
2 LIBRARIES_EXPANSIONBASE_I SET 1
3 **
4 ** $Filename: libraries/expansionbase.i $
5 ** $Release: 1.3 $
6 **
7 ** library structure for expansion library
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_LIBRARIES_I
18 INCLUDE "exec/libraries.i"
19 ENDC ; EXEC_LIBRARIES_I
20
21 IFND EXEC_INTERRUPTS_I
22 INCLUDE "exec/interrupts.i"
23 ENDC ; EXEC_INTERRUPTS_I
24
25 IFND EXEC_SEMAPHORES_I
26 INCLUDE "exec/semaphores.i"
27 ENDC ; EXEC_SEMAPHORES_I
28
29 IFND LIBRARIES_CONFIGVARS_I
30 INCLUDE "libraries/configvars.i"
31 ENDC ; LIBRARIES_CONFIGVARS_I
32
33
34 TOTALSLOTS EQU 256
35
36 STRUCTURE ExpansionInt,0
37 UWORD ei_IntMask ; mask for this list
38 UWORD ei_ArrayMax ; current max valid index
39 UWORD ei_ArraySize ; allocated size
40 LABEL ei_Array ; actual data is after this
41 LABEL ExpansionInt_SIZEOF
42
43 STRUCTURE ExpansionBase,LB_SIZE
44 UBYTE eb_Flags
45 UBYTE eb_pad
46 ULONG eb_ExecBase
47 ULONG eb_SegList
48 STRUCT eb_CurrentBinding,CurrentBinding_SIZEOF
49 STRUCT eb_BoardList,LH_SIZE
50 STRUCT eb_MountList,LH_SIZE
51 STRUCT eb_AllocTable,TOTALSLOTS
52 STRUCT eb_BindSemaphore,SS_SIZE
53 STRUCT eb_Int2List,IS_SIZE
54 STRUCT eb_Int6List,IS_SIZE
55 STRUCT eb_Int7List,IS_SIZE
56 LABEL ExpansionBase_SIZEOF
57
58
59 ; error codes
60 EE_LASTBOARD EQU 40 ; could not shut him up
61 EE_NOEXPANSION EQU 41 ; not enough expansion mem; board shut up
62 EE_NOBOARD EQU 42 ; no board at that address
63 EE_NOMEMORY EQU 42 ; not enough normal memory
64
65 ; flags
66 BITDEF EB_CLOGGED,0 ; someone could not be shutup
67 BITDEF EB_SHORTMEM,1 ; ran out of expansion mem
68
69 ENDC ; LIBRARIES_EXPANSIONBASE_I
```

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Sep 28 17:23 1988 libraries/filehandler.i Page 1

```
1 IFND LIBRARIES_FILEHANDLER_I
2 LIBRARIES_FILEHANDLER_I SET 1
3 **
4 ** $Filename: libraries/filehandler.i $
5 ** $Release: 1.3 $
6 **
7 ** device and file handler specific code for AmigaDOS
8 **
9 ** (C) Copyright 1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_PORTS_I
18 INCLUDE "exec/ports.i"
19 ENDC ; EXEC_PORTS_I
20
21 IFND LIBRARIES_DOS_I
22 INCLUDE "libraries/dos.i"
23 ENDC ; LIBRARIES_DOS_I
24
25
26 * The disk "environment" is a longword array that describes the
27 * disk geometry. It is variable sized, with the length at the beginning.
28 * Here are the constants for a standard geometry.
29
30
31
32 STRUCTURE DosEnvec,0
33     ULONG de_TableSize          ; Size of Environment vector
34     ULONG de_SizeBlock          ; in longwords: standard value is 128
35     ULONG de_SecOrg              ; not used; must be 0
36     ULONG de_Surfaces            ; # of heads (surfaces). drive specific
37     ULONG de_SectorPerBlock      ; not used; must be 1
38     ULONG de_BlocksPerTrack      ; blocks per track. drive specific
39     ULONG de_Reserved             ; DOS reserved blocks at start of partition.
40     ULONG de_PreAlloc            ; DOS reserved blocks at end of partition
41     ULONG de_Interleave           ; usually 0
42     ULONG de_LowCyl               ; starting cylinder. typically 0
43     ULONG de_HighCyl              ; max cylinder. drive specific
44     ULONG de_NumBuffers           ; Initial # DOS of buffers.
45     ULONG de_BufMemType           ; type of mem to allocate for buffers
46     ULONG de_MaxTransfer          ; Max number of bytes to transfer at a time
47     ULONG de_Mask                 ; Address Mask to block out certain memory
48     LONG de_BootPri                ; Boot priority for autoboot
49     ULONG de_DosType              ; ASCII (HEX) string showing filesystem type;
50                                         ; 0X444F5300 is old filesystem,
51                                         ; 0X444F5301 is fast file system
52 LABEL DosEnvec_SIZEOF
53
54 * these are the offsets into the array
55
56 DE_TABLESIZE    EQU 0          ; standard value is 11
57 DE_SIZEBLOCK    EQU 1          ; in longwords: standard value is 128
58 DE_SECORG       EQU 2          ; not used; must be 0
59 DE_NUMHEADS     EQU 3          ; # of heads (surfaces). drive specific
60 DE_SECSPERBLK   EQU 4          ; not used; must be 1
61 DE_BLKSPERTRACK EQU 5          ; blocks per track. drive specific
62 DE_RESERVEDBLKS EQU 6          ; unavailable blocks at start. usually 2
63 DE_PREFAC       EQU 7          ; not used; must be 0
64 DE_INTERLEAVE   EQU 8          ; usually 0
65 DE_LOWCYL        EQU 9          ; starting cylinder. typically 0
66 DE_UPPERCYL      EQU 10         ; max cylinder. drive specific
67 DE_NUMBUFFERS   EQU 11         ; starting # of buffers. typically 5
68 DE_BUFMEMTYPE   EQU 12         ; type of mem to allocate for buffers.
69 DE_BUFMEMTYPE   EQU 12         ; same as above, better name
```

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```
70 ; 1 is public, 3 is chip, 5 is fast
71 DE_MAXTRANSFER EQU 13 ; Maximum number of bytes to transfer at a time
72 DE_MASK EQU 14 ; Address Mask to block out certain memory
73 DE_BOOTPRI EQU 15 ; Boot priority for autoboot
74 DE_DOSTYPE EQU 16 ; ASCII (HEX) string showing filesystem type
75 ; 0X444F5300 is old filesystem,
76 ; 0X444F5301 is fast file system
77
78
79 /*
80 * The file system startup message is linked into a device node's startup
81 * field. It contains a pointer to the above environment, plus the
82 * information needed to do an exec OpenDevice().
83 *
84
85 STRUCTURE FileSysStartupMsg,0
86 ULONG fssm_Unit ; exec unit number for this device
87 BSTR fssm_Device ; null terminated bstring to the device name
88 BPTR fssm_Environ ; ptr to environment table (see above)
89 ULONG fssm_Flags ; flags for OpenDevice()
90 LABEL FileSysStartupMsg_SIZEOF
91
92
93 * The include file "libraries/dosextens.h" has a DeviceList structure.
94 * The "device list" can have one of three different things linked onto
95 * it. Dosextens defines the structure for a volume. DLT_DIRECTORY
96 * is for an assigned directory. The following structure is for
97 * a dos "device" (DLT_DEVICE).
98
99 STRUCTURE DeviceNode,0
100 BPTR dn_Next ; singly linked list
101 ULONG dn_Type ; always 0 for dos "devices"
102 CPR dn_Task ; standard dos "task" field. If this is
103 ; null when the node is accessed, a task
104 ; will be started up
105 BPTR dn_Lock ; not used for devices -- leave null
106 BSTR dn_Handler ; filename to loadseg (if seglist is null)
107 ULONG dnStackSize ; stacksize to use when starting task
108 LONG dn_Priority ; task priority when starting task
109 BPTR dn_Startup ; startup msg: FileSysStartupMsg for disks
110 BPTR dn_SegList ; code to run to start new task (if necessary).
111 ; if null then dn_Handler will be loaded.
112 BPTR dn_GlobalVec ; BCPL global vector to use when starting
113 ; a task. -1 means that dn_SegList is not
114 ; for a bcpl program, so the dos won't
115 ; try and construct one. 0 tell the
116 ; dos that you obey BCPL linkage rules,
117 ; and that it should construct a global
118 ; vector for you.
119 BSTR dn_Name ; the node name, e.g. '\3','D','F','\3'
120 LABEL DeviceNode_SIZEOF
121
122 ENDC ; LIBRARIES_FILEHANDLER_I
```

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```
1 IFND LIBRARIES_MATHLIBRARY_I
2 LIBRARIES_MATHLIBRARY_I SET 1
3 **
4 ** $Filename: libraries/mathlibrary.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 ifnd EXEC_TYPES_I
14 include "exec/types.i"
15 endc
16
17 ifnd EXEC_LIBRARIES_I
18 include "exec/libraries.i"
19 endc
20
21 STRUCTURE MathIEEEBase,0
22 STRUCT MathIEEEBase_LibNode,LIB_SIZE
23 UBYTE MathIEEEBase_Flags
24 UBYTE MathIEEEBase_reserved1
25 APTR MathIEEEBase_68881 ; ptr to base of 68881 io
26 APTR MathIEEEBase_SysLib
27 APTR MathIEEEBase_SegList
28 APTR MathIEEEBase_Resource ; ptr to math resource found
29 APTR MathIEEEBase_TaskOpenLib ; hook
30 APTR MathIEEEBase_TaskCloseLib ; hook
31 * This structure may be extended in the future */
32
33 LABEL MathIEEEBase_SIZE
34 ;
35 ;
36 ;
37 ;
38 ;
39 ;
40 ;
41
42 ENDC ; LIBRARIES_MATHLIBRARY_I
```

Math resources may need to know when a program opens or closes this library. The functions TaskOpenLib and TaskCloseLib are called when a task opens or closes this library. They are initialized to point local initialization pertaining to 68881 stuff if 68881 resources are found. To override the default the vendor must provide appropriate hooks in the MathIEEEResource. If specified, these will be called when the library initializes.

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```
1 IFND LIBRARIES_ROMBOOT_BASE_I
2 LIBRARIES_ROMBOOT_BASE_I SET 1
3 **
4 ** $Filename: libraries/romboot_base.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 include "exec/types.i"
15 ENDC
16 IFND EXEC_NODES_I
17 include "exec/nodes.i"
18 ENDC
19 IFND EXEC_LISTS_I
20 include "exec/lists.i"
21 ENDC
22 IFND EXEC_LIBRARIES_I
23 include "exec/libraries.i"
24 ENDC
25 IFND EXEC_EXECBASE_I
26 include "exec/execbase.i"
27 ENDC
28 IFND EXEC_EXECNAME_I
29 include "exec/execname.i"
30 ENDC
31
32 STRUCTURE RomBootBase,LIB_SIZE
33 APTR rbb_ExecBase
34 STRUCT rbb_BootList,LH_SIZE
35 STRUCT rbb_Reserved,16 ; for future expansion
36 LABEL rbb_SIZEOF
37
38 STRUCTURE BootNode,LN_SIZE
39 UWORD bn_Flags
40 CPTR bn_DeviceNode
41 LABEL BootNode_SIZEOF
42
43 ROMBOOT_NAME: MACRO
44 DC.B 'romboot.library',0
45 DS.W 0
46 ENDM
47
48 ENDC ; LIBRARIES_ROMBOOT_BASE_I
```

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```
1 IFND LIBRARIES_TRANSLATOR_I
2 LIBRARIES_TRANSLATOR_I SET 1
3 **
4 ** $Filename: libraries/translator.i $
5 ** $Release: 1.3 $
6 **
7 ** Translator error codes
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 TR_NotUsed EQU -1 ;This is an often used system rc
14 TR_NoMem EQU -2 ;Can't allocate memory
15 TR_MakeBad EQU -4 ;Error in MakeLibrary call
16
17 ENDC ; LIBRARIES_TRANSLATOR_I
```

Sep 28 17:23 1988 resources/cia.i Page 1

```
1 IFND    RESOURCES_CIA_I
2 RESOURCES_CIA_I SET      1
3 **
4 **   $Filename: resources/cia.i $
5 **   $Release: 1.3 $
6 **
7 **
8 **
9 **   (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **  All Rights Reserved
11 **
12
13 CIAANAME   MACRO
14 DC.B       'ciaa.resource',0
15 ENDM
16
17 CIABNAME   MACRO
18 DC.B       'ciab.resource',0
19 ENDM
20
21 ENDC ; RESOURCES_CIA_I
```

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```
1 IFND    RESOURCES_DISK_I
2 RESOURCES_DISK_I SET      1
3 **
4 **   $Filename: resources/disk.i $
5 **   $Release: 1.3 $
6 **
7 **   external declarations for disc resources
8 **
9 **   (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **  All Rights Reserved
11 **
12
13 IFND    EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND    EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC ; EXEC_LISTS_I
20
21 IFND    EXEC_PORTS_I
22 INCLUDE "exec/ports.i"
23 ENDC ; EXEC_PORTS_I
24
25 IFND    EXEC_INTERRUPTS_I
26 INCLUDE "exec/interrupts.i"
27 ENDC ; EXEC_INTERRUPTS_I
28
29 IFND    EXEC_LIBRARIES_I
30 INCLUDE "exec/libraries.i"
31 ENDC ; EXEC_LIBRARIES_I
32
33 ****
34 ****
35 *
36 * Resource structures
37 *
38 ****
39
40 STRUCTURE DISCRESOURCEUNIT,MN_SIZE
41     STRUCT DRU_DISCBLOCK,IS_SIZE
42     STRUCT DRU_DISCSYNC,IS_SIZE
43     STRUCT DRU_INDEX,IS_SIZE
44     LABEL DRU_SIZE
45
46
47 STRUCTURE DISCRESOURCE,LIB_SIZE
48     APTR  DR_CURRENT ; pointer to current unit structure
49     UBYTE DR_FLAGS
50     UBYTE DR_pad
51     APTR  DR_SYSLIB
52     APTR  DR_CIARESOURCE
53     STRUCT DR_UNITID,4*4
54     STRUCT DR_WAITING,LH_SIZE
55     STRUCT DR_DISCBLOCK,IS_SIZE
56     STRUCT DR_DISCSYNC,IS_SIZE
57     STRUCT DR_INDEX,IS_SIZE
58     LABEL  DR_SIZE
59
60     BITDEF DR_ALLOC0,0 ; unit zero is allocated
61     BITDEF DR_ALLOC1,1 ; unit one is allocated
62     BITDEF DR_ALLOC2,2 ; unit two is allocated
63     BITDEF DR_ALLOC3,3 ; unit three is allocated
64     BITDEF DR_ACTIVE,7 ; is the disc currently busy?
65
66
67
68 ****
69 *
```

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```
70 * Hardware Magic
71 *
72 ****
73
74
75 DSKDMAOFF EQU $4000 ; idle command for dsklen register
76
77
78 ****
79 *
80 * Resource specific commands
81 *
82 ****
83
84 --- DR_NAME is a generic macro to get the name of the resource. This
85 --- way if the name is ever changed you will pick up the change
86 --- automatically.
87 ---
88 --- Normal usage would be:
89 ---
90 --- internalName: DISKNAME
91 ---
92
93 DISKNAME: MACRO
94   DC.B 'disk.resource',0
95   DS.W 0
96 ENDM
97
98 LIBINIT LIB BASE
99 LIBDEF DR_ALLOCUNIT
100 LIBDEF DR_FREEUNIT
101 LIBDEF DR_GETUNIT
102 LIBDEF DR_GIVEUNIT
103 LIBDEF DR_GETUNITID
104
105 DR_LASTCOMM EQU DR_GIVEUNIT
106
107
108 ****
109 *
110 * drive types
111 *
112 ****
113
114 DRT_AMIGA EQU $00000000
115 DRT_37422D2S EQU $55555555
116 DRT_EMPTY EQU $FFFFFF
117
118 ENDC ; RESOURCES_DISK_I
```

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```
1 IFND RESOURCES_FILESYSRES_I
2 RESOURCES_FILESYSRES_I SET 1
3 **
4 ** $Filename: resources/filesysres.i $
5 ** $Revision: 1.0 $
6 ** $Date: 88/07/11 15:32:39 $
7 **
8 ** FileSystem.resource description
9 **
10 ** (C) Copyright 1988 Commodore-Amiga, Inc.
11 ** All Rights Reserved
12 **
13
14 IFND EXEC_NODES_I
15 INCLUDE "exec/nodes.i"
16 ENDC
17 IFND EXEC_LISTS_I
18 INCLUDE "exec/lists.i"
19 ENDC
20 IFND LIBRARIES_DOS_I
21 INCLUDE "libraries/dos.i"
22 ENDC
23
24 FSRNAME MACRO
25   dc.b 'FileSystem.resource',0
26 ENDM
27
28 STRUCTURE FileSysResource,LN_SIZE ; on resource list
29   CPTR fsr_Creator ; name of creator of this resource
30   STRUCT fsr_FileSysEntries,LH_SIZE ; list of FileSysEntry structs
31   LABEL FileSysResource_SIZEOF
32
33 STRUCTURE FileSysEntry,LN_SIZE ; on fsr_FileSysEntries list
34   ; LN_NAME is of creator of this entry
35   ULONG fse_DosType ; DosType of this FileSys
36   ULONG fse_Version ; Version of this FileSys
37   ULONG fse_PatchFlags ; bits set for those of the following that need
38   ; to be substituted into a standard device
39   ; node for this file system: e.g. $180
40   ; for substitute SegList & GlobalVec
41   ULONG fse_Type ; device node type: zero
42   CPTR fse_Task ; standard dos "task" field
43   BPTR fse_Lock ; not used for devices: zero
44   BSTR fse_Handler ; filename to loadseg (if SegList is null)
45   ULONG fse_StackSize ; stacksize to use when starting task
46   LONG fse_Priority ; task priority when starting task
47   BPTR fse_Startup ; startup msg: FileSysStartupMsg for disks
48   BPTR fse_SegList ; code to run to start new task
49   BPTR fse_GlobalVec ; BCPL global vector when starting task
50   ; no more entries need exist than those implied by fse_PatchFlags
51
52 ENDC ; RESOURCES_FILESYSRES_I
```

Sep 28 17:23 1988 resources/mathresource.i Page 1

```
1 IFND RESOURCES_MATHRESOURCE_I
2 RESOURCES_MATHRESOURCE_I SET 1
3 **
4 ** $Filename: resources/mathresource.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 include "exec/types.i"
15 ENDC
16
17 IFND EXEC_NODES_I
18 include "exec/nodes.i"
19 ENDC
20
21 *
22 * The 'Init' entries are only used if the corresponding
23 * bit is set in the Flags field.
24 *
25 * So if you are just a 68881, you do not need the Init stuff
26 * just make sure you have cleared the Flags field.
27 *
28 * This should allow us to add Extended Precision later.
29 *
30 * For Init users, if you need to be called whenever a task
31 * opens this library for use, you need to change the appropriate
32 * entries in MathIEEELibrary.
33 *
34
35 STRUCTURE MathIEEEResourceResource,0
36     STRUCT MathIEEEResource_Node,LN_SIZE
37     USHORT MathIEEEResource_Flags
38     APTR MathIEEEResource_BaseAddr      * ptr to 881 if exists *
39     APTR MathIEEEResource_DblBasInit
40     APTR MathIEEEResource_DblTransInit
41     APTR MathIEEEResource_SglBasInit
42     APTR MathIEEEResource_SglTransInit
43     APTR MathIEEEResource_ExtBasInit
44     APTR MathIEEEResource_ExtTransInit
45 LABEL MathIEEEResourceResource_SIZE
46
47 * definitions for MathIEEERESOURCE_FLAGS *
48     BITDEF MATHIEEERESOURCE_DBLBAS,0
49     BITDEF MATHIEEERESOURCE_DBLTRANS,1
50     BITDEF MATHIEEERESOURCE_SGLBAS,2
51     BITDEF MATHIEEERESOURCE_SGLTRANS,3
52     BITDEF MATHIEEERESOURCE_EXTBAS,4
53     BITDEF MATHIEEERESOURCE_EXTTRANS,5
54
55 ENDC ; RESOURCES_MATHRESOURCE_I
```

E
I
80

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```
1 IFND RESOURCES_MISC_I
2 RESOURCES_MISC_I SET 1
3 **
4 ** $Filename: resources/misc.i $
5 ** $Release: 1.3 $
6 **
7 ** external declarations for misc system resources
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_LIBRARIES_I
18 INCLUDE "exec/libraries.i"
19 ENDC ; EXEC_LIBRARIES_I
20
21 ****
22 *
23 * Resource structures
24 *
25 ****
26
27 MR_SERIALPORT EQU 0
28 MR_SERIALBITS EQU 1
29 MR_PARALLELPORT EQU 2
30 MR_PARALLELBITS EQU 3
31
32 NUMMRTYPES EQU 4
33
34 STRUCTURE MiscResource_LIB_SIZE
35     STRUCT mr_AllocArray,4*NUMMRTYPES
36     LABEL mr_Sizeof
37
38 LIBINIT LIB_BASE
39 LIBDEF MR_ALLOCMISCRESOURCE
40 LIBDEF MR_FREEMISCRESOURCE
41
42
43 MISCNAME MACRO
44     DC.B 'misc.resource',0
45 ENDM
46
47 ENDC ; RESOURCES_MISC_I
```

Sep 28 17:23 1988 resources/potgo.i Page 1

```
1      IFND    RESOURCES_POTGO_I
2 RESOURCES_POTGO_I      SET    1
3 **
4 **   $Filename: resources/potgo.i $
5 **   $Release: 1.3 $
6 **
7 **
8 **
9 **   (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 **  All Rights Reserved
11 **
12
13 POTGONAME MACRO
14     DC.B  'potgo.resource'
15     DC.B  0
16     DS.W  0
17 ENDM
18
19 ENDC ; RESOURCES_POTGO_I
```

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```
1 IFND WORKBENCH_ICON_I
2 WORKBENCH_ICON_I SET 1
3 **
4 ** $Filename: workbench/icon.i $
5 ** $Release: 1.3 $
6 **
7 ** external declarations for workbench support library
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 ****
14 *
15 * Library structures
16 *
17 ****
18
19
20 ICONNAME MACRO
21 DC.B 'icon.library',0
22 ENDM
23
24 ENDC ; WORKBENCH_ICON_I
```

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```
1 IFND WORKBENCH_STARTUP_I
2 WORKBENCH_STARTUP_I SET 1
3 **
4 ** $Filename: workbench/startup.i $
5 ** $Release: 1.3 $
6 **
7 ** Workbench startup definitions
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_PORTS_I
18 INCLUDE "exec/ports.i"
19 ENDC ; EXEC_PORTS_I
20
21 IFND LIBRARIES_DOS_I
22 INCLUDE "libraries/dos.i"
23 ENDC ; LIBRARIES_DOS_I
24
25 STRUCTURE WBStartup,0
26 STRUCT sm_Message,MN_SIZE
27 APTR sm_Process
28 BPTR sm_Segment
29 LONG sm_NumArgs
30 APTR sm_ToolWindow
31 APTR sm_ArgList
32 LABEL sm_SIZEOF
33
34 STRUCTURE WBArg,0
35 BPTR wa_Lock
36 APTR wa_Name
37 LABEL wa_SIZEOF
38
39 ENDC ; WORKBENCH_STARTUP_I
```

Sep 28 17:24 1988 workbench/workbench.i Page 1

```
1 IFND WORKBENCH_WORKBENCH_I
2 WORKBENCH_WORKBENCH_I SET 1
3 **
4 ** $Filename: workbench/workbench.i $
5 ** $Release: 1.3 $
6 **
7 **
8 **
9 ** (C) Copyright 1985,1986,1987,1988 Commodore-Amiga, Inc.
10 ** All Rights Reserved
11 **
12
13 IFND EXEC_TYPES_I
14 INCLUDE "exec/types.i"
15 ENDC ; EXEC_TYPES_I
16
17 IFND EXEC_NODES_I
18 INCLUDE "exec/nodes.i"
19 ENDC ; EXEC_NODES_I
20
21 IFND EXEC_LISTS_I
22 INCLUDE "exec/lists.i"
23 ENDC ; EXEC_LISTS_I
24
25 IFND EXEC_TASKS_I
26 INCLUDE "exec/tasks.i"
27 ENDC ; EXEC_TASKS_I
28
29 IFND INTUITION_INTUITION_I
30 INCLUDE "intuition/intuition.i"
31 ENDC ; INTUITION_INTUITION_I
32
33
34 ; the Workbench object types
35 WBDISK EQU 1
36 WBDRAWER EQU 2
37 WBTOOL EQU 3
38 WBPART EQU 4
39 WBGARBAGE EQU 5
40 WBDEVICE EQU 6
41 WBKICK EQU 7
42
43
44 ; the main workbench object structure
45 STRUCT DrawerData,0
46     STRUCT dd_NewWindow,nw_SIZE ; args to open window
47     LONG dd_CurrentX ; current x coordinate of origin
48     LONG dd_CurrentY ; current y coordinate of origin
49     LABEL dd_SIZEOF
50
51 ; the amount of DrawerData actually written to disk
52 DRAWERDATAFILESIZE EQU (dd_SIZEOF)
53
54
55 STRUCT DiskObject,0
56     WORD do_Magic ; a magic num at the start of the file
57     WORD do_Version ; a version number, so we can change it
58     STRUCT do_Gadget,gg_SIZEOF ; a copy of in core gadget
59     WORD do_Type
60     APTR do_DefaultTool
61     APTR do_ToolTypes
62     LONG do_CurrentX
63     LONG do_CurrentY
64     APTR do_DrawerData
65     APTR do_ToolWindow ; only applies to tools
66     LONG do_StackSize ; only applies to tools
67     LABEL do_SIZEOF
68
69 WB_DISKMAGIC EQU $e310 ; a magic number, not easily impersonated
```

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```
70 WB_DISKVERSION EQU 1 ; our current version number
71
72 STRUCTURE FreeList,0
73     WORD fl_NumFree
74     STRUCT fl_MemList,LH_SIZE
75     ; weird name to avoid conflicts with FileLocks
76     LABEL FreeList_SIZEOF
77
78
79
80 * each message that comes into the WorkBenchPort must have a type field
81 * in the preceeding short. These are the defines for this type
82 *
83
84 MTYPE_PSTD EQU 1 ; a "standard Potion" message
85 MTYPE_TOOLEXIT EQU 2 ; exit message from our tools
86 MTYPE_DISKCHANGE EQU 3 ; dos telling us of a disk change
87 MTYPE_TIMER EQU 4 ; we got a timer tick
88 MTYPE_CLOSEDOWN EQU 5 ; <unimplemented>
89 MTYPE_IOPROC EQU 6 ; <unimplemented>
90
91
92 * workbench does different complement modes for its gadgets.
93 * It supports separate images, complement mode, and backfill mode.
94 * The first two are identical to intuitions GADGIMAGE and GADGHCOMP.
95 * backfill is similar to GADGHCOMP, but the region outside of the
96 * image (which normally would be color three when complemented)
97 * is flood-filled to color zero.
98 *
99 GADGBACKFILL EQU $0001
100
101 * if an icon does not really live anywhere, set its current position
102 * to here
103 *
104 NO_ICON_POSITION EQU ($80000000)
105
106 ENDC ; WORKBENCH_WORKBENCH_I
```

Section F

Linker Libraries

This section contains autodoc summaries for the “amiga.lib” and “debug.lib” linker libraries, and reference source code listings for exec support functions in amiga.lib. Unlike the libraries described in Section A, these are not shared run-time libraries. Instead, they are concatenated Amiga format object modules which are linked with your code as library files. The linker scans specified library files and inserts a copy of each referenced library function into your program code.

The libraries described here are:

debug.lib

Contains “stdio”-like functions for communicating with a serial terminal connected to the Amiga via its built-in serial port. Typically this terminal will be a 9600 baud, 8 data bits, one stop bit connection to an external terminal or an Amiga running a terminal package. The debug.lib functions allow you to output messages and prompt for input, even from within low level task or interrupt code, without disturbing the Amiga’s display and or current state (other than

```

*
* Demonstrates assembler use of the compiled C exec support
* routines (CreatePort, etc.) in Amiga.lib, and also the use of
* Amiga.lib csupport functions such as _printf for simple formatted
* output and debugging. Creates port, outputs address, deletes port.
*
* LINK INSTRUCTIONS: Alink with Astartup.obj ... LIBRARY Amiga.lib
* Astartup sets up DOSBase and the stdout needed for Amiga.lib _printf.
* If you do not link with Astartup.obj, you must add the following
* variables, XDEF them, and initialize them as commented:
* DC.L _DOSBase 0 ;needs base returned from OpenLibrary of dos.library
* DC.L _stdout 0 ;needs an AmigaDOS file handle from a dos Open call
* DC.L _SysBase 0 ;needs the address stored at location 4

INCLUDE "exec/types.i"
INCLUDE "exec/io.i"
INCLUDE "libraries/dos.i"

*----- Imported labels: C interface Amiga.lib routines
XREF    _CreatePort
XREF    _DeletePort
XREF    _printf

*----- Exported labels: Where Astartup.obj JSR's to our code
XDEF    _main

        CODE

;use startup code (_main + link with Astartup.obj)
_main:
        movem.l d2-d7/a2-a6,-(sp) ;Save registers

*----- Exec Support function: msgPort = CreatePort(name,pri)

        move.l #0,-(sp)          ;push priority 0 on stack as long
        pea    portname          ;push addr of null-terminated portname
        jsr    CreatePort         ;call CreatePort
        addq.l #8,sp              ;add 4 to stack for each long pushed
        jsr    mydebug0            ;rtn to print d0 (preserves d0)
        tst.l  d0                ;test result
        beq.s  failure            ;if zero, CreatePort failed

*----- Exec Support function: DeletePort(port)
        move.l d0,-(sp)          ;else push d0 (now our msgPort)
        jsr    DeletePort          ;call DeletePort
        addq.l #4,sp              ;add 4 to stack for pushed long

        move.l #RETURN_OK,d0       ;set up success return code
        bra.s  endcode             ;and skip to exit code

*----- Failure to CreatePort branches here
failure:
        move.l #RETURN_FAIL,d0     ;set up failure return code

endcode:
        movem.l (sp)+,d2-d7/a2-a6   ;Restore registers
        rts                         ;rts with d0 = return code

*----- mydebug0 - Subroutine uses Amiga.lib _printf to print the contents
*                  of d0. Preserves all registers.
mydebug0:
        movem.l d0-d7/a0-a6,-(sp) ;save registers

*----- C Support function printf(): here printf("%lx\n",contents_of_d0)
*                  Note that the fstrl DC.B below specifies '\n' and null as 10,0

```

```
move.l    d0,-(sp)          ;push d0 on the stack
pea      fstrl             ;push addr of format string
jsr      printf            ;call printf
addq.l    #8,sp             ;add 4 to stack for each long
movem.l   (sp)+,d0-d7/a0-a6 ;restore saved registers
rts
```

DATA

```
portname
fstrl
DC.B  'sample msgport',0
DC.B  '$%lx',10,0
END
```

```
;;
; Example C Callable function that adds two numbers. From C, the
; call would look like this:
;           result=AddThemUp(first,second);
;
;           XDEF      _AddThemUp      ;Make an External Definition
_AddThemUp
move.l    4(sp),D0          ;Get FIRST number
move.l    8(sp),D1          ;Get SECOND number
add.i    D1,D0              ;Add them
rts
```

the state of the serial hardware itself). No matter how badly the system may have crashed, these functions can usually get a message out. A similar debugging library currently called ddebug.lib is available for sending debugging output to the parallel port. This is useful for debugging serial applications. Ddebug.lib is not documented here. It contains functions similar to debug.lib but with names starting with 'd' instead 'k'.

amiga.lib

This is the main Amiga scanned linker library, generally linked with every program for the Amiga. The major components of amiga.lib are:

- | | |
|--------------|--|
| stubs | - Individual interface stubs for each Amiga ROM routine that enable stack based C compilers to call register based Amiga ROM routines. |
| offsets | - The negative Library Vector Offset (_LVO) for each Amiga function. |
| exec_support | - C functions which simplify many exec procedures such as the creation and deletion of tasks, ports, and IO request structures. Source code is provided for these functions. |
| clib | - C support functions including pseudo-random number generation and a limited set of file and stdio functions designed to work directly with AmigaDOS file handles. |
| other | - Miscellaneous handy functions, callable from any language. |

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amiga.lib/RemTOF
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amiga.lib/AddTOF

amiga.lib/AddTOF

NAME

AddTOF - add a task to the TopOfFrame Interrupt server chain.

SYNOPSIS

```
AddTOF(i,p,a);  
void AddTOF(struct Isrvstr *, APTR, APTR);
```

FUNCTION

Adds a task to the vertical-blanking interval interrupt server chain. This prevents C programmers from needing to write an assembly language stub to do this function.

INPUTS

i - pointer to structure Isrvstr.
p - pointer to the C-code routine that this server is to call each time TOF happens.
a - pointer to the first longword in an array of longwords that is to be used as the arguments passed to your routine pointed to by p.

SEE ALSO

RemTOF, graphics/graphint.h

amiga.lib/BeginIO	amiga.lib/BeginIO	amiga.lib/CreateExtIO	amiga.lib/CreateExtIO
<p>NAME BeginIO -- initiate asynchronous I/O</p> <p>SYNOPSIS <code>BeginIO(iORequest) void BeginIO(struct IORequest *);</code></p> <p>FUNCTION This function takes an IORequest, and passes it directly to the BEGINIO vector of the proper device. This works exactly like SendIO, but does not clear the io_Flags field first. This function does not wait for the I/O to complete.</p> <p>INPUTS <code>iORequest - Pointer to an initialized, open IORequest structure with the io_Flags field set to a reasonable value (use zero if you do not require io_Flags).</code></p> <p>SEE ALSO <code>exec/DoIO, exec/SendIO, exec/WaitIO</code></p>	<p>NAME CreateExtIO() -- create an IORequest structure</p> <p>SYNOPSIS <code>ioReq = CreateExtIO(ioReplyPort, size); struct IORequest *CreateExtIO(struct MsgPort *, ULONG);</code></p> <p>FUNCTION Allocates memory for and initializes a new IO request block of a user-specified number of bytes. The number of bytes MUST be the size of a legal IORequest (or extended IORequest) or very nasty things will happen.</p> <p>INPUTS <code>ioReplyPort - a pointer to an already initialized message port to be used for this IO request's reply port. (usually created by CreatePort()). size - the size of the IO request to be created.</code></p> <p>RESULT Returns a pointer to the new IO Request block, or NULL if the request failed.</p> <p>SEE ALSO <code>CreatePort, DeleteExtIO CreateIORequest</code></p>		

amiga.lib/CreatePort	amiga.lib/CreatePort	amiga.lib/CreateTask	amiga.lib/CreateTask
<p>NAME CreatePort - Allocate and initialize a new message port</p> <p>SYNOPSIS <code>CreatePort(name,pri) struct MsgPort *CreatePort(char *,LONG);</code></p> <p>FUNCTION Allocates and initializes a new message port. The message list of the new port will be prepared for use (via NewList). The port will be set to signal your task when a message arrives (PA_SIGNAL).</p> <p>INPUTS name - NULL if other tasks will not search for this port via the FindPort() call. If non-null, this must be a null-terminated string; the port will be added to the system public port list. The name is not copied. pri - Priority used for insertion into the public port list.</p> <p>RESULT A new MsgPort structure ready for use.</p> <p>SEE ALSO <code>DeletePort, exec/FindPort, exec/ports.h</code></p>	<p>NAME CreateTask -- Create task with given name, priority, stacksize</p> <p>SYNOPSIS <code>CreateTask(name, pri, initPC, stackSize) task=(struct Task *)CreateTask(char *, LONG, funcEntry, ULONG);</code></p> <p>FUNCTION This function simplifies program creation of subtasks by dynamically allocating and initializing required structures and stack space, and adding the task to Exec's task list with the given name and priority. A tc_MemEntry list is provided so that all stack and structure memory allocated by CreateTask is automatically deallocated when the task is removed.</p> <p>An Exec task may not call dos.library functions or any function which might cause the loading of a disk-resident library, device, or file (since such functions are indirectly calls to dos.library). Only AmigaOS Processes may call AmigaOS; see the DOS CreateProc() call for more information.</p> <p>If other tasks or processes will need to find this task by name, provide a complex and unique name to avoid conflicts.</p>	<p>If your compiler provides automatic insertion of stack-checking code, you may need to disable this feature when compiling subtask code since the stack for the subtask is at a dynamically allocated location. If your compiler requires 68000 registers to contain particular values for base relative addressing, you may need to save these registers from your main process, and restore them in your initial subtask code.</p> <p>The function entry initPC is generally provided as follows:</p> <p>In C: <code>extern void functionName(); char *tname = "unique name"; task = CreateTask(tname, 0L, functionName, 4000L);</code></p> <p>In assembler: <code>PEA startLabel</code></p> <p>INPUTS name - a null terminated string. pri - an Exec task priority between -128 and 127 (commonly 0) funcEntry - the address of the first executable instruction of the subtask code. stackSize - size in bytes of stack for the subtask. Don't cut it too close - system function stack usage may change.</p> <p>SEE ALSO <code>DeleteTask, exec/FindTask</code></p>	

amiga.lib/DeleteExtIO

amiga.lib/DeleteExtIO

amiga.lib/DeletePort

amiga.lib/DeletePort

NAME

DeleteExtIO() - return memory allocated for extended IO request

SYNOPSIS

```
DeleteExtIO( ioReq );
void DeleteExtIO(struct IORequest *);
```

FUNCTION

Frees up an IO request as allocated by CreateExtIO(). By looking at the mn_Length field, it knows how much memory to deallocate.

INPUTS

ioReq - A pointer to the IORequest block to be freed.

SEE ALSO

CreateExtIO

NAME

DeletePort - Free a message port created by CreatePort

SYNOPSIS

```
DeletePort(msgPort);
void DeletePort(struct MsgPort *);
```

FUNCTION

Frees a message port created by CreatePort. All messages that may have been attached to this port must have already been replied to.

INPUTS

msgPort - A message port

SEE ALSO

CreatePort

amiga.lib/DeleteTask

amiga.lib/DeleteTask

NAME
DeleteTask -- Delete a task created with CreateTask

SYNOPSIS
`DeleteTask(task)
void DeleteTask(struct Task *);`

FUNCTION
This function simply calls exec/RemTask, deleting a task from the Exec task lists and automatically freeing any stack and structure memory allocated for it by CreateTask.

Before deleting a task, you must first make sure that the task is not currently executing any system code which might try to signal the task after it is gone.

This can be accomplished by stopping all sources that might reference the doomed task, then causing the subtask execute a Wait(0L). Another option is to have the task DeleteTask()/RemTask() itself.

INPUTS
task - pointer to a Task

SEE ALSO
CreateTask, exec/RemTask

amiga.lib/FastRand

NAME
FastRand - quickly generate a somewhat random integer

SYNOPSIS
`number = FastRand(seed);
ULONG FastRand(ULONG);`

FUNCTION
C-implementation only. Seed value is taken from stack, shifted left one position, exclusive-or'ed with hex value \$1D872B41 and returned (D0).

INPUTS
seed - a 32-bit integer

RESULT
number - new random seed, a 32-bit value

SEE ALSO
RangeRand

amiga.lib/FastRand

amiga.lib/math/afp

amiga.lib/math/afp

amiga.lib/math/arnd

amiga.lib/math/arnd

NAME

afp - Convert ASCII string variable into fast floating point

USAGE

```
ffp_value = afp(string);
```

FUNCTION

Accepts the address of the ASCII string in C format that is converted into an FFP floating point number.

The string is expected in this Format:

```
{S}{digits}[.]{digits}[{'E'}]{S}{digits}  
<*****MANTISSA*****><***EXPONENT***>
```

Syntax rules:

Both signs are optional and are '+' or '-'. The mantissa must be present. The exponent need not be present. The mantissa may lead with a decimal point. The mantissa need not have a decimal point. Examples: All of these values represent the number forty-two.

```
42 .042e3  
42. +.042e+03  
+42. 0.000042e6  
0000042.00 420000e-4  
420000.00e-0004
```

Floating point range:

Fast floating point supports the value zero and non-zero values within the following bounds -

```
18 20  
9.22337177 x 10 > +number > 5.42101070 x 10  
18 -20  
-9.22337177 x 10 > -number > -2.71050535 x 10
```

Precision:

This conversion results in a 24 bit precision with guaranteed error less than or equal to one-half least significant bit.

INPUTS

string - Pointer to the ASCII string to be converted.

OUTPUTS

string - points to the character which terminated the scan

equ - fast floating point equivalent

NAME

arnd - ASCII round of the provided floating point string

USAGE

```
arnd(place, exp, &string[0]);
```

FUNCTION

Accepts an ASCII string representing an FFP floating point number, the binary representation of the exponent of said floating point number and the number of places to round to. A rounding process is initiated, either to the left or right of the decimal place and the result placed back at the input address defined by &string[0].

INPUTS

place - integer representing number of decimal places to round to
exp - integer representing exponent value of the ASCII string
&string[0] - address where rounded ASCII string is to be placed
(16 bytes)

RESULT

&string[0] - rounded ASCII string

BUGS

None

amiga.lib/math/dbf

amiga.lib/math/dbf

amiga.lib/math/fpa

amiga.lib/math/fpa

NAME
dbf - convert FFP dual-binary number to FFP format

USAGE
fnum = dbf(exp, mant);

FUNCTION
Accepts a dual-binary format (described below) floating point number and converts it to an FFP format floating point number. The dual-binary format is defined as:

exp bit 16 = sign (0=>positive, 1=>negative)
exp bits 15-0 = binary integer representing the base ten (10) exponent
man = binary integer mantissa

INPUTS
exp - binary integer representing sign and exponent
mant - binary integer representing the mantissa

RESULT
fnum - converted FFP floating point format number

BUGS
None

NAME
fpa - convert fast floating point into ASCII string equivalent

USAGE
exp = fpa(fnum, &string[0]);

FUNCTION
Accepts an FFP number and the address of the ASCII string where it's converted output is to be stored. The number is converted to a NULL terminated ASCII string in and stored at the address provided. Additionally, the base ten (10) exponent in binary form is returned.

INPUTS
fnum - Motorola Fast Floating Point number
&string[0] - address for output of converted ASCII character string (16 bytes)

RESULT
&string[0] - converted ASCII character string
exp - integer exponent value in binary form

BUGS
None

amiga.lib/math/fpbcd

amiga.lib/math/fpbcd

amiga.lib/NewList

amiga.lib/NewList

NAME

fpbcd - convert FFP floating point number to BCD format

USAGE

```
fpbcd(fnum, &string[0]);
```

FUNCTION

Accepts a floating point number and the address where the converted BCD data is to be stored. The FFP number is converted and stored at the specified address in an ASCII form in accordance with the following format:

MMMM S E S B

Where: M = Four bytes of BCD, each with two (2) digits of the mantissa (8 digits)
S = Sign of mantissa (0x00 = positive, 0xFF = negative)
E = BCD byte for two (2) digit exponent
S = Sign of exponent (0x00 = positive, 0xFF = negative)
B = One (1) byte binary two's compliment representation of the exponent

INPUTS

fnum - floating point number
&string[0] - address where converted BCD data is to be placed

RESULT

&string[0] - converted BCD data

NAME

NewList -- prepare a list structure for use

SYNOPSIS

```
NewList(list*)
void NewList(struct List *);
```

FUNCTION

Prepare a List structure for use; the list will be empty and ready to use.

This function prepares the lh_Head, lh_Tail and lh_TailPred fields. You are responsible for initializing lh_Type. Assembly programmers will want to use the NEWLIST macro instead.

INPUTS

list - Pointer to a List

SEE ALSO

exec/lists.h

amiga.lib/printf

amiga.lib/printf

amiga.lib/RangeRand

amiga.lib/RangeRand

NAME

printf - print a formatted output line to the standard output.

SYNOPSIS

```
printf( formatstring [,value [,values] ] );
```

FUNCTION

Format the output in accordance with specifications in the format string:

INPUTS

formatstring - a pointer to a null-terminated string describing the output data, and locations for parameter substitutions.
value(s) - numeric variables or addresses of null-terminated strings to be added to the format information.

The function printf can handle the following format conversions, in common with the normal C language call to printf:

- %c - the next long word in the array is to be formatted as a character (8-bit) value
- %d - the next long word in the array is to be formatted as a decimal number
- %x - the next long word in the array is to be formatted as a hexadecimal number
- %s - the next long word is the starting address of a null-terminated string of characters

And "l" (small-L) character must be added between the % and the letter if the value is a long (32 bits) or if the compiler in use forces passed parameters to 32 bits.

Floating point output is not supported.

Following the %, you may also specify:

- o an optional minus (-) sign that tells the formatter to left-justify the formatted item within the field width
- o an optional field-width specifier... that is, how many spaces to allot for the full width of this item. If the field width specifier begins with a zero (0), it means that leading spaces, ahead of the formatted item (usually a number) are to be zero-filled instead of blank-filled
- o an optional period (.) that separates the width specifier from a maximum number of characters specifier
- o an optional digit string (for %ls specifications only) that specifies the maximum number of characters to print from a string.

See other books on C language programming for examples of the use of these formatting options (see "printf" in other books).

NOTE

The global "_stdout" must be defined, and contain a pointer to a legal AmigaOS file handle. Using the standard Amiga startup module sets this up. In other cases you will need to define stdout, and assign it to some reasonable value (like what the AmigaOS Output() call returns). This code would set it up:

```
ULONG stdout;
stdout=Output();
```

amiga.lib/RangeRand

NAME

RangeRand - To obtain a random number within a specific integer range of 0 to value.

SYNOPSIS

```
number = RangeRand(value);
```

FUNCTION

RangeRand accepts a value from 1 to 65535, and returns a value within that range. (16-bit integer). Note: C-language implementation.

Value is passed on stack as a 32-bit integer but used as though it is only a 16-bit integer. Variable named RangeSeed is available beginning with V1.2 that contains the global seed value passed from call to call and thus can be changed by a program by declaring::

```
extern ULONG RangeSeed;
```

INPUTS

value - integer in the range of 1 to 65535.

RESULT

number - pseudo random integer in the range of 1 to <value>.

SEE ALSO

FastRand

amiga.lib/RemTOF

NAME
RemTOF - Remove a task from the TopOfFrame interrupt server chain.

SYNOPSIS
`RemTOF(i);
void RemTOF(struct Isrvstr *);`

FUNCTION
To remove a task from the vertical-blanking interval interrupt server chain.

INPUTS
`i` - pointer to structure Isrvstr.

SEE ALSO
`AddTOF,graphics/graphinit.h`

amiga.lib/RemTOF

amiga.lib/sprintf

NAME
sprintf - format a C-like string into a string buffer

SYNOPSIS
`sprintf(destination, formatstring [,value [, values]]);`

FUNCTION
perform string formatting identical to printf, but direct the output into a specific destination in memory. This uses the ROM version of printf, so it is very small.

Assembly programmers can call this by placing values on the stack, followed by a pointer to the formatstring, followed by a pointer to the destination string.

INPUTS
`destination` - the address of an area in memory into which the formatted output is to be placed.
`formatstring` - pointer to a null terminated string describing the desired output formatting.
`value(s)` - numeric information to be formatted into the output stream.

SEE ALSO
`printf, exec/RawDoFmt`

amiga.lib/sprintf

NAMES

```
fclose - close file
fgetc - get a character from a file
fprintf - format data to file (see exec.library/RawDoFmt)
fputc - put character to file
fputs - write string to file
getchar - get a character from stdin
printf - put format data to stdout (see exec.library/RawDoFmt)
putchar - put character to stdout
puts - put string to stdout, followed by newline
sprintf - format data into string (see exec.library/RawDoFmt)
```

FUNCTION

These functions work much like the standard C functions of the same names. The file I/O functions all use non-buffered AmigaDOS filehandles, and must not be mixed with the file I/O of any C compiler. The names of these function match those found in many standard C libraries, when a name conflict occurs, the function is generally taken from the FIRST library that was specified on the linker's command line. Thus to use these functions, specify the amiga.lib library first.

To get a suitable AmigaDOS filehandle, the AmigaDOS Open() function must be used.

All of the functions that write to stdout expect an appropriate filehandle to have been set up ahead of time. Depending on your C compiler and options, this may have been done by the startup code. Or it can be done manually:

FROM C:

```
extern ULONG stdout;
/* Remove the extern if startup code did not define stdout */
stdout=Output();
```

FROM ASSEMBLY:

```
XDEF _stdout
DC.L _stdout ;<- Place result of dos.library Output() here.
```

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debug.lib/KCmpStr

debug.lib/KCmpstr

NAME

KCmpStr - compare two null terminated strings

SYNOPSIS

mismatch = KCmpStr(string1, string2)
D0 A0 A1

FUNCTION

string1 is compared to string2 using the ASCII coalating sequence. 0 indicates the strings are identical.

debug.lib/KGetChar

debug.lib/KGetChar

debug.lib/KGetNum

debug.lib/KGetNum

NAME

KGetChar - get a character from the console
(defaults to the serial port at 9600 baud)

SYNOPSIS

char = KGetChar()
D0

FUNCTION

busy wait until a character arrives from the console.
KGetChar is the assembly interface, _KGetChar and _kgetc
are the C interfaces.

NAME

KGetNum - get a number from the console

SYNOPSIS

number = KGetNum()
D0

FUNCTION

get a signed decimal integer from the console. This will busy
wait until the number arrives.

debug.lib/KMayGetChar	debug.lib/KMayGetChar	debug.lib/KPrintF	debug.lib/KPrintF
<p>NAME KMayGetChar - return a character if present, but don't wait (defaults to the serial port at 9600 baud)</p> <p>SYNOPSIS <code>flagChar = KMayGetChar()</code> <code>D0</code></p> <p>FUNCTION return either a -1, saying that there is no character present, or whatever character was waiting. KMayGetChar is the assembly interface, _KMayGetChar is the C interface.</p>	<p>NAME KMayGetChar</p>	<p>NAME KPrintF - print formatted data to the console (defaults to the serial port at 9600 baud)</p> <p>SYNOPSIS <code>KPrintF("format string",values)</code> <code>A0</code> <code>A1</code></p> <p>FUNCTION print a formatted C-type string to the console. See the exec RawDoFmt() call for the supported % formatting commands.</p> <p>INPUTS "format string" - A C style string with % commands to indicate where parameters are to be inserted. values - A pointer to an array of parameters, to be inserted into specified places in the string.</p> <p>KPrintf is the assembly interface that wants the two pointers in registers. _KPrintF and _kprintf are the C interfaces that expect the format string on the stack, and the parameters on the stack above that.</p> <p>SEE ALSO exec.library/RawDoFmt, any C compiler's "printf" call.</p>	<p>NAME KPrintF</p>

debug.lib/KPutChar	debug.lib/KPutChar	debug.lib/KPutStr	debug.lib/KPutStr
<p>NAME KPutChar - put a character to the console (defaults to the serial port at 9600 baud)</p> <p>SYNOPSIS <code>char = KPutChar(char)</code> <code>D0</code> <code>D0</code></p> <p>FUNCTION put a character to the console. This function will not return until the character has been completely transmitted.</p> <p>INPUTS <code>KPutChar</code> is the assembly interface, the character must be in D0. <code>_KPutchar</code> and <code>_kputc</code> are the C interfaces, the character must be a longword on the stack.</p>	<p>NAME KPutStr - put a string to the console (defaults to the serial port at 9600 baud)</p> <p>SYNOPSIS <code>KPutStr(string)</code> <code>A0</code></p> <p>FUNCTION put a null terminated string to the console. This function will not return until the string has been completely transmitted.</p> <p>INPUTS <code>KPutStr</code> is the assembly interface, a string pointer must be in A0. <code>_KPutStr</code> and <code>_kputs</code> are the C interfaces, the string pointer must be on the stack.</p>		

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```
***** amiga.lib/CreateExtIO *****

#include "exec/types.h"
#include "exec/memory.h"
#include "exec/io.h"
/*
#include "proto/exec.h"
#include "functions.h"
*/

struct IORequest *CreateExtIO( ioReplyPort, size )
struct MsgPort *ioReplyPort;
ULONG size;
{
struct IORequest *ioReq;

if( !ioReplyPort )
    return(NULL);

ioReq =
    (struct IORequest *)AllocMem( size, (ULONG)MEMF_CLEAR|MEMF_PUBLIC );

if(!ioReq)
    return(NULL);

ioReq->io_Message.mn_Node.ln_Type = NT_MESSAGE;
ioReq->io_Message.mn_Length      = size; /* save for later */
ioReq->io_Message.mn_ReplyPort   = ioReplyPort;

return( ioReq );
}

***** amiga.lib/DeleteExtIO *****

void DeleteExtIO( ioExt )
struct IORequest *ioExt;
{
/* try to make it hard to reuse the request by accident */
ioExt->io_Message.mn_Node.ln_Type = -1;
ioExt->io_Message.mn_ReplyPort   = (struct MsgPort *)-1;
ioExt->io_Device                = (struct Device *) -1;

FreeMem( ioExt, (ULONG)ioExt->io_Message.mn_Length );
}
```

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```
***** amiga.lib/CreatePort *****

#include "exec/types.h"
#include "exec/ports.h"
#include "exec/memory.h"
/*
#include "proto/exec.h"
#include "functions.h"
*/

/* Example only, please use the amiga.lib version where possible */

struct MsgPort *CreatePort(name, pri)
char *name;
LONG pri;
{
int sigBit;
struct MsgPort *port;

if ((sigBit = AllocSignal(-1L)) == -1)
    return(NULL);

port = (struct MsgPort *)
    AllocMem((ULONG)sizeof(struct MsgPort),(ULONG)MEMF_CLEAR|MEMF_PUBLIC);

if (!port)
{
    FreeSignal(sigBit);
    return(NULL);
}

port-> mp_Node.ln_Name = name;
port-> mp_Node.ln_Pri = pri;
port-> mp_Node.ln_Type = NT_MSGPORT;

port-> mp_Flags     = PA_SIGNAL;
port-> mp_SigBit    = sigBit;
port-> mp_SigTask   = (struct Task *)FindTask(OL); /* find THIS task */

if (name)
    AddPort(port);
else
    NewList(&(port-> mp_MsgList)); /* init message list */

return(port);
}
```

***** amiga.lib/DeletePort *****

```
void DeletePort(port)
struct MsgPort *port;
{
    if ( port-> mp_Node.ln_Name ) /* if it was public... */
        RemPort(port);

    /* Make it difficult to re-use the port */
    port-> mp_SigTask      = (struct Task *) -1;
    port-> mp_MsgList.lh_Head = (struct Node *) -1;

    FreeSignal( port-> mp_SigBit );

    FreeMem( port, (ULONG)sizeof(struct MsgPort) );
}
```

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```
***** amiga.lib/CreateTask *****

#include "exec/types.h"
#include "exec/tasks.h"
#include "exec/memory.h"
#include "proto/exec.h"
/*
#include "functions.h"
*/

/* the template for the mementries. Unfortunately, this is hard to
 * do from C; mementries have unions, and they cannot be statically
 * initialized...
 *
 * In the interest of simplicity I recreate the mem entry structures
 * here with appropriate sizes. We will copy this to a local
 * variable and set the stack size to what the user specified,
 * then attempt to actually allocate the memory.
 */
#define ME_TASK 0
#define ME_STACK 1
#define NUMENTRIES 2

struct FakeMemEntry {
    ULONG fme_Regs;
    ULONG fme_Length;
};

struct FakeMemList {
    struct Node fml_Node;
    WORD fml_NumEntries;
    struct FakeMemEntry fml_ME[NUMENTRIES];
} TaskMemTemplate = {
    { 0 },                                /* Node */
    NUMENTRIES,                            /* num entries */
    {                                     /* actual entries: */
        { MEMF_PUBLIC | MEMF_CLEAR, sizeof( struct Task ) }, /* task */
        { MEMF_CLEAR, 0 }                         /* stack */
    }
};

struct Task * CreateTask( name, pri, initPC, stackSize )
char *name;
ULONG pri;
APTR initPC;
ULONG stackSize;
{
    struct Task *newTask;
    struct FakeMemList fakememlist;
    struct MemList *ml;

    /* round the stack up to longwords... */
    stackSize = (stackSize +3) & ~3;

    /*
     * This will allocate two chunks of memory: task of PUBLIC
     * and stack of PRIVATE
     */
    fakememlist = TaskMemTemplate;
    fakememlist.fml_ME[ME_STACK].fme_Length = stackSize;

    ml = (struct MemList *)AllocEntry( (struct MemList *)&fakememlist );
    if( ! ml )
        return( NULL );
}
```

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```
/* set the stack accounting stuff */
newTask = (struct Task *) ml->ml_ME[ME_TASK].me_Addr;
newTask->tc_SPLower = ml->ml_ME[ME_STACK].me_Addr;
newTask->tc_SPUpper = (APTR)((ULONG)(newTask->tc_SPLower) + stackSize);
newTask->tc_SPReg = newTask->tc_SPUpper;

/* misc task data structures */
newTask->tc_Node.ln_Type = NT_TASK;
newTask->tc_Node.ln_Pri = pri;
newTask->tc_Node.ln_Name = name;

/* add it to the tasks memory list */
NewList( &newTask->tc_MemEntry );
AddHead( &newTask->tc_MemEntry, (struct Node *)ml );

/* add the task to the system -- use the default final PC */
AddTask( newTask, initPC, 0L );
return( newTask );
}

***** amiga.lib/DeleteTask *****

void DeleteTask( tc )
struct Task *tc;
{
    /* because we added a MemList structure to the tasks's TC_MEMENTRY
     * structure, all the memory will be freed up for us! */
    RemTask( tc );
}
```

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***** amiga.lib/BeginIO *****

```
INCLUDE "exec/types.i"
INCLUDE "exec/lists.i"
INCLUDE "exec/io.i"
```

;Call the BeginIO vector of a device directly. Much like exec/SendIO, but
;does not touch IO_FLAGS.

```
SECTION _BeginIO
XDEF _BeginIO
```

```
_BeginIO: move.l 4(sp),a1      ;Get IORequest pointer
move.l a6,-(a7)
move.l IO_DEVICE(al),a6 ;Pointer to device
jsr DEV_BEGINIO(a6) ;Jump to device's BEGINIO vector
move.l (a7)+,a6
rts
```

END

***** amiga.lib/NewList *****

```
INCLUDE "exec/types.i"
INCLUDE "exec/lists.i"
```

```
SECTION _NewList
XDEF _NewList
```

```
_NewList: move.l 4(sp),a0      ;Get pointer from C's stack
move.l a0,d0      ;pass the list back in D0
```

;This next code is equivalent to the NEWLIST macro

```
clr.l LH_TAIL(a0)
move.l a0,LH_TAILPRED(a0)
addq.l #LH_TAIL,a0      ;pointer plus 4...
move.l a0,-(a0)      ;...back down to LH_HEAD
rts
```

END

Section G

Sample Device, Sample Library

This section contains source code for a sample library and sample device. These examples can provide an excellent starting point in the creation of a custom device or library.

The library has two functions: one that adds two numbers together and one that doubles a number. Supporting interface code source is provided. The device is a complete 4 unit, static-sized RAM disk that works under the old (standard) filing system, the new V1.3 FastFileSystem, and has optional code to bind it to an AutoConfig device.

The examples have been assembled under the Metacomco assembler, V11.0 and under the CAPE assembler, V2.0.

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```
*****
* Copyright (C) 1985, Commodore Amiga Inc. All rights reserved.
* Permission granted for non-commercial use
*
* asmsupp.i -- random low level assembly support routines
* used by the Commodore sample Library & Device
*****
CLEAR MACRO      ;quick way to clear a D register on 68000
MOVEQ #0,\1
ENDM

;BHS MACRO
;BCC.\0 \1 ;\0 is the extension used on the macro (such as ".s")
;ENDM

;BLO MACRO
;BCS.\0 \1
;ENDM

EVEN MACRO      ; word align code stream
DS.W 0
ENDM

LINKSYS MACRO   ; link to a library without having to see a _LVO
MOVE.L A6,-(SP)
MOVE.L \2,A6
JSR _LVO\1(A6)
MOVE.L -(SP)+,A6
ENDM

CALLSYS MACRO   ; call a library via A6 without having to see _LVO
JSR _LVO\1(A6)
ENDM

XLIB MACRO      ; define a library reference without the _LVO
XREF _LVO\1
ENDM

; Put a message to the serial port at 9600 baud. Used as so:
; PUTMSG 30,<'%s/Init: called'>
;
; Parameters can be printed out by pushing them on the stack and
; adding the appropriate C printf-style % formatting commands.
;
PUTMSG: MACRO    * level,msg
          XREF KPutFmt
IFGE INFO_LEVEL-\1
          PEA subSysName(PC)
MOVE.M A0/A1/D0/D1,-(SP)
LEA msg@{pc},A0      ;Point to static format string
LEA 4*4(SP),A1       ;Point to args
JSR KPutFmt
MOVE.M (SP)+,D0/D1/A0/A1
ADDQ.L #4,SP
BRA.S end\@

msg\@ DC.B \2
DC.B 10
DC.B 0
DS.W 0
end\@ ENDC
ENDM
```

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```
/*
* Mountlist for manually mounting the sample ramdisk driver.
*
* F0: and F1: are set up for the V1.3 fast file system (FFS).
* S2: and S3: are setup for the old file system (OFS).
*
*
* After mounting, the drives must be formatted. Be sure to
* use the FFS flag when formatting the Fast File System
* ramdrives:
*
* make sure "ramdev.device" is in DEVS:
*
* mount f0: from mydev-mountlist
* format drive f0: name "zippy" FFS
*/
F0: Device = ramdev.device
     Unit = 0
     LowCyl = 0 ; HighCyl = 14
     Surfaces = 1
     Buffers = 1
     BlocksPerTrack = 10
     Flags = 0
     Reserved = 2
     GlobVec = -1
     BufMemType = 0
     DosType = 0x444F5301
     StackSize = 4000
     FileSystem = 1:fastfilesystem

# F1: Device = ramdev.device
     Unit = 1
     LowCyl = 0 ; HighCyl = 14
     Surfaces = 1
     Buffers = 1
     BlocksPerTrack = 10
     Flags = 0
     Reserved = 2
     GlobVec = -1
     BufMemType = 0
     DosType = 0x444F5301
     StackSize = 4000
     FileSystem = 1:fastfilesystem

# S2: Device = ramdev.device
     Unit = 2
     Flags = 0
     Surfaces = 1
     BlocksPerTrack = 10
     Reserved = 1
     Interleave = 0
     LowCyl = 0 ; HighCyl = 14
     Buffers = 1
     BufMemType = 0

# S3: Device = ramdev.device
     Unit = 3
     Flags = 0
     Surfaces = 1
     BlocksPerTrack = 10
     Reserved = 1
     Interleave = 0
     LowCyl = 0 ; HighCyl = 14
     Buffers = 1
     BufMemType = 0
```

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```
*****
* Copyright (C) 1986,1988 Commodore Amiga Inc. All rights reserved.
* Permission granted for non-commercial use.
*****
* ramdev.asm -- Skeleton device code.
*
* A sample 4 unit ramdisk that can be bound to an expansion slot device,
* or used without. Works with the Fast File System.
* This code is required reading for device driver writers. It contains
* information not found elsewhere.
*
* This example includes a task, though a task is not actually needed for
* a simple ram disk. Unlike a single set of hardware registers that
* may need to be shared by multiple tasks, ram can be freely shared.
* This example does not show arbitration of hardware resources.
*
* Tested with CAPE and Metacomco
*
* Based on mydev.asm
* 10/07/86 Modified by Lee Erickson to be a simple disk device
* using RAM to simulate a disk.
* 02/02/88 Modified by C. Scheppner, renamed ramdev
* 09/28/88 Repaired by Bryce Nesbitt for new release
* 11/01/88 More clarifications
*****
```

SECTION firstsection

```
NOLIST
include "exec/types.i"
include "exec/devices.i"
include "exec/initializers.i"
include "exec/memory.i"
include "exec/resident.i"
include "exec/io.i"
include "exec/ables.i"
include "exec/errors.i"
include "exec/tasks.i"
include "hardware/intbits.i"
IFNE AUTOMOUNT
include "libraries/expansion.i"
include "libraries/configvars.i"
include "libraries/configregs.i"
ENDC
```

```
include "asmsupp.i" ;standard asmsupp.i, same as used for library
LIST
include "ramdev.i"
```

```
ABSEXECBASE equ 4 ;Absolute location of the pointer to exec.library base
```

```
;----- These don't have to be external, but it helps some
;----- debuggers to have them globally visible
```

```
XDEF Init
XDEF Open
XDEF Close
XDEF Expunge
XDEF Null
XDEF myName
XDEF BeginIO
XDEF AbortIO
```

```
;Pull these IVOs in from amiga.lib
XLIB AddIntServer
```

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```
XLIB RemIntServer
XLIB Debug
XLIB InitStruct
XLIB OpenLibrary
XLIB CloseLibrary
XLIB Alert
XLIB FreeMem
XLIB Remove
XLIB AddPort
XLIB AllocMem
XLIB AddTask
XLIB PutMsg
XLIB RemTask
XLIB ReplyMsg
XLIB Signal
XLIB GetMsg
XLIB Wait
XLIB WaitPort
XLIB AllocSignal
XLIB SetTaskPri
XLIB GetCurrentBinding ;Use to get list of boards for this driver
XLIB MakeDosNode
XLIB AddDosNode
XLIB CopyMemQuick ;Highly optimized copy function from exec.library
INT_ABLES ;Macro from exec/ables.i
```

```
; The first executable location. This should return an error
; in case someone tried to run you as a program (instead of
; loading you as a device).
```

```
FirstAddress:
moveq #1,d0
rts
```

```
; A romtag structure. You load module will be scanned for
; this structure to discover magic constants about you
; (such as where to start running you from...).
```

```
; Most people will not need a priority and should leave it at zero.
; the RT_PRI field is used for configuring the roms. Use "mods" from
; wack to look at the other romtags in the system
```

```
MYPRI EQU 0
```

```
initDDescrip:
;STRUCTURE RT,0
DC.W RTC_MATCHWORD ; UWORD RT_MATCHWORD (Magic cookie)
DC.L initDDescrip ; APTR RT_MATCHTAG (Back pointer)
DC.L EndCode ; APTR RT_ENDSKIP (To end of this hunk)
DC.B RTF_AUTOINIT ; UBYTE RT_FLAGS (magic-see "Init:")
DC.B VERSION ; UBYTE RT_VERSION
DC.B NT_DEVICE ; UBYTE RT_TYPE
DC.B MYPRI ; BYTE RT_PRI
DC.L myName ; APTR RT_NAME
DC.L idString ; APTR RT_IDSTRING
DC.L Init ; APTR RT_INIT
; LABEL RT_SIZE
```

```
;This name for debugging use
IFNE INFO_LEVEL ;If any debugging enabled at all
subSysName:
dc.b "ramdev",0
ENDC
```

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```
; this is the name that the device will have
myName:    MYDEVNAME

IFNE AUTOMOUNT
ExLibName  dc.b 'expansion.library',0 ; Expansion Library Name
ENDC

; a major version number.
VERSION:   EQU 1

; A particular revision. This should uniquely identify the bits in the
; device. I use a script that advances the revision number each time
; I recompile. That way there is never a question of which device
; that really is.
REVISION:  EQU 30

; this is an identifier tag to help in supporting the device
; format is 'name version.revision (dd MON yyyy)',<cr>,<lf>,<null>
idString:  dc.b 'ramdev 1.30 (1 Nov 1988)',13,10,0

; force word alignment
ds.w 0

; The romtag specified that we were "RTF_AUTOINIT". This means
; that the RT_INIT structure member points to one of these
; tables below. If the AUTOINIT bit was not set then RT_INIT
; would point to a routine to run.

Init:
DC.L MyDev_Sizeof      ; data space size
DC.L funcTable          ; pointer to function initializers
DC.L dataTable          ; pointer to data initializers
DC.L initRoutine        ; routine to run

funcTable:
;----- standard system routines
dc.l Open
dc.l Close
dc.l Expunge
dc.l Null      ;Reserved for future use!

;----- my device definitions
dc.l BeginIO
dc.l AbortIO

;----- custom extended functions
dc.l FunctionA
dc.l FunctionB

;----- function table end marker
dc.l -1

;The data table initializes static data structures. The format is
;specified in exec/InitStruct routine's manual pages. The
;INITBYTE/INITWORD/INITLONG macros are in the file "exec/initializers.i".
;The first argument is the offset from the device base for this
;byte/word/long. The second argument is the value to put in that cell.
;The table is null terminated
;
dataTable:
INITBYTE LN_TYPE,NT_DEVICE      ;Must be LN_TYPE!
INITLONG LN_NAME,myName
INITBYTE LIB_FLAGS,LIBF_SUMUSED!LIBF_CHANGED
INITWORD LIB_VERSION,VERSION
```

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```
INITWORD  LIB_REVISION,REVISION
INITLONG  LIB_IDSTRING,idString
DC.L 0

;----- FOR RTF_AUTOINIT:
; This routine gets called after the device has been allocated.
; The device pointer is in D0. The AmigaOS segment list is in a0.
; If it returns it's device pointer, then the device will be linked
; into the device list. If it returns NULL, then the device
; will be unloaded.

;----- IMPORTANT:
; If you don't use the "RTF_AUTOINIT" feature, there is an additional
; caveat. If you allocate memory in your Open function, remember that
; allocating memory can cause an Expunge... including an expunge of your
; device. This must not be fatal. The easy solution is don't add your
; device to the list until after it is ready for action.

;----- This call is single-threaded; please read the description for
; "Open" below.

;----- initRoutine:
; Register Usage
; -----
; a3 -- Points to temporary RAM
; a4 -- Expansion library base
; a5 -- device pointer
; a6 -- Exec base
;

;----- get the device pointer into a convenient A register
PUTMSG 5,<%s/Init: called'>
movem.l dl-d7/a0-a5,-(sp) ; Preserve ALL modified registers
move.l d0,a5

;----- save a pointer to exec
move.l a6,md_SysLib(a5)

;----- save a pointer to our loaded code
move.l a0,md_SegList(a5)

*****
* Here starts the AutoConfig stuff. Normally you would put this driver
* in the expansion drawer, and be called when binddrivers finds a board
* that matches your driver (the "PRODUCT=" in TOOLTYPES).
* GetCurrentBinding() would return your board.
*
IFNE AUTOMOUNT
leal  ExLibName,A1      ; Get expansion lib. name
moveq.l #0,D0
CALLSYS OpenLibrary      ; Open the expansion library
tst.l  D0
beq   Init_Error

;----- init OpSuccess:
move.l D0,A4      ;[expansionbase to A4]
moveq  #0,D3
lea    md_Base(A5),A0 ; Get the Current Bindings
moveq #4,D0      ; Just get address (length = 4 bytes)
LINKLIB _LVOGetCurrentBinding,A4
move.l md_Base(A5),D0 ; Get start of list
tst.l  D0      ; If controller not found
beq   Init_End    ; Exit and unload driver
```

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```
PUTMSG 10,<'%s/Init: GetCurrentBinding returned non-zero'>
move.l D0,A0 ; Get config structure address
move.l cd_BoardAddr(A0),md_Base(A5); Save board base address
bclr.b #CDB_CONFIGME,cd_Flags(A0); Mark board as configured
;

; Here we build a packet describing the characteristics of our disk to
; pass to AmigaDOS. This serves the same purpose as a "mount" command
; of this device would. For disks, it might be useful to actually
; get this information right from the disk itself. Just as mount,
; it could be for multiple partitions on the single physical device.
; For this example, we will simply hard code the appropriate parameters.

; The AddDosNode call adds things to dos's list without needing to
; use mount. We'll mount all 4 of our units whenever we are
; started.

;

;!!! If your card was successfully configured, you can mount the
;!!! units as DOS nodes

;---- Allocate temporary RAM to build MakeDosNode parameter packet
move.l #MEMF_CLEAR!MEMF_PUBLIC,d1
move.l #mdn_Sizeof,d0 ; Enough room for our parameter packet
CALLSYS AllocMem
move.l d0,a3

;---- Use InitStruct to initialize the constant portion of packet
move.l d0,a2 ; Point to memory to initialize
moveq.l #0,d0 ; Don't need to re-zero it
lea.l mdn_Init(pc),A1
CALLSYS InitStruct

lea mdn_dName(a3),a0 ; Get addr of Device name
move.l a0,mdn_dosName(a3) ; and save in environment

moveq #0,d6 ; Now tell AmigaDOS about all units UNITNUM
Uloop:
move.b d6,d0 ; Get unit number
add.b #$30,d0 ; Make ASCII, minus 1
move.b d0,mdn_dName+2(a3) ; and store in name
move.l d6,mdn_unit(a3) ; Store unit # in environment

;

; Before adding to the dos list, you should really check if you
; are about to cause a name collision. This example does not.

move.l a3,a0
LINKLIB _LVOMakeDosNode,a4 ; Build AmigaDOS structures
;This can fail, but so what?
move.l d0,a0 ; Get deviceNode address
moveq.l #0,d0 ; Set device priority to 0
moveq.l #0,d1
* moveq.l #ADNF_STARTPROC,d1 ; See note below
;It's ok to pass a zero in here
LINKLIB _LVOAddDosNode,a4

; ADNF_STARTPROC will work, but only if dn_SegList is filled in
; in the SegPtr of the handler task.

addq #1,d6 ; Bump unit number
cmp.b #MD_NUMUNITS,d6
bts.s Uloop ; Loop until all units installed
```

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```
move.l a3,al ; Return RAM to system
move.l #mdn_Sizeof,d0
CALLSYS FreeMem

Init_End:

move.l a4,al ; Now close expansion library
CALLSYS CloseLibrary
;
; You would normally set d0 to a NULL if your initialization failed,
; but I'm not doing that for this demo, since it is unlikely
; you actually have a board with any particular manufacturer ID
; installed when running this demo.
;
*****ENDC

move.l a5,d0
Init_Error:
move.m (sp)+,dl-d7/a0-a5
rts

;

; Here begins the system interface commands. When the user calls
; OpenDevice/CloseDevice/RemDevice, this eventually gets translated
; into a call to the following routines (Open/Close/Expunge).
; Exec has already put our device pointer in a6 for us.

; IMPORTANT:
; These calls are guaranteed to be single-threaded; only one task
; will execute your Open/Close/Expunge at a time.

; For Kickstart v33/34, the single-threading method involves "Forbid".
; There is a good chance this will change. Anything inside your
; Open/Close/Expunge that causes a direct or indirect Wait() will break
; the Forbid(). If the Forbid() is broken, some other task might
; manage to enter your Open/Close/Expunge code at the same time.
; Take care!
;
; Since exec has turned off task switching while in these routines
; (via Forbid/Permit), we should not take too long in them.

;

; Open sets the IO_ERROR field on an error. If it was successfull,
; we should also set up the IO_UNIT field.

Open: ; ( device:a6, iob:a1, unitnum:d0, flags:dl )
PUTMSG 20,<%s/Open: called'>
movem.l d2/a2/a3/a4,-(sp)

move.l a1,a2 ; save the iob

;---- see if the unit number is in range ** UNIT 0 to 3 ***!
subq #1,d0 ; Unit ZERO IS allowed!
cmp.l #MD_NUMUNITS,d0
bcc.s Open_Range_Error ; unit number out of range (BHS)

;---- see if the unit is already initialized
move.l d0,d2 ; save unit number
lsl.l #2,d0
lea.l md_Units(a6,d0.1),a4
move.l (a4),d0
bne.s Open_UnitOK

;---- try and conjure up a unit
bsr InitUnit ;scratch:a3 unitnum:d2 devpoint:a6
```

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```
;----- see if it initialized OK
move.l  #a4,d0
beq.s  Open_Error

Open_UnitOK:
move.l  d0,a3      ; unit pointer in a3
move.l  d0,IO_UNIT(a2)

;----- mark us as having another opener
addq.w  #1,LIB_OPENCNT(a6)
addq.w  #1,UNIT_OPENCNT(a3) ;Internal bookkeeping

;----- prevent delayed expunges
bclr   #LIBB_DELEXP,md_Flags(a6)

moveq.l #0,d0
clr.b  IO_ERROR(a2)

Open_End:
movem.l (sp)+,d2/a2/a3/a4
rts
```

```
Open_Range_Error:
Open_Error:
moveq  #IOERR_OPENFAIL,d0
move.b d0,IO_ERROR(a2)
PUTMSG 2,<'%s/Open: failed'>
bra.s  Open_End
```

6
5 ; There are two different things that might be returned from the Close
; routine. If the device wishes to be unloaded, then Close should return
; the segment list (as given to Init). Otherwise close MUST return NULL.

```
Close:
;----- i ( device:a6, iob:a1 )
movem.l dl/a2-a3,-(sp)
PUTMSG 20,<'%s/Close: called'>

move.l al,a2
move.l IO_UNIT(a2),a3

;----- make sure the job is not used again
;----- with a -l in IO_DEVICE, any BeginIO() attempt will
;----- immediatly crash (which is better than a subtle corruption
;----- that will lead to hard-to-trace crashes.
moveq.l #-1,d0
move.l d0,IO_UNIT(a2) ;We're closed...
move.l d0,IO_DEVICE(a2) ;customers not welcome at this IORequest!!

;----- see if the unit is still in use
subq.w #1,UNIT_OPENCNT(a3)
```

;!!!!!! Since this example is a RAM disk (and we don't want the contents to
;!!!!!! disappear between opens, ExpungeUnit will be skipped here. It would
;!!!!!! be used for drivers of "real" devices
;!!!!!! bne.s Close_Device
;!!!!!! bsr ExpungeUnit

```
Close_Device:
;----- mark us as having one fewer openers
moveq.l #0,d0
subq.w #1,LIB_OPENCNT(a6)

;----- see if there is anyone left with us open
bne.s  Close_End
```

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```
;----- see if we have a delayed expunge pending
btst   #LIBB_DELEXP,md_Flags(a6)
beq.s  Close_End

;----- do the expunge
bsr    Expunge

Close_End:
movem.l (sp)+,dl/a2-a3
rts          ;MUST return either zero or the SegList!!!

; There are two different things that might be returned from the Expunge
; routine. If the device is no longer open then Expunge should return the
; segment list (as given to Init). Otherwise Expunge should set the
; delayed expunge flag and return NULL.

; One other important note: because Expunge is called from the memory
; allocator, it may NEVER Wait() or otherwise take long time to complete.

Expunge: ; ( device: a6 )
PUTMSG 10,<'%s/Expunge: called'>

movem.l dl/d2/a5/a6,-(sp) ; Save ALL modified registers
move.l a5,a5
move.l md_SysLib(a5),a6

;----- see if anyone has us open
tst.w  LIB_OPENCNT(a5)
;!!!!!! The following line is commented out for this RAM disk demo, since
;!!!!!! we don't want the RAM to be freed after FORMAT, for example.
;----- beg l$
```

```
;----- it is still open. set the delayed expunge flag
bset   #LIBB_DELEXP,md_Flags(a5)
CLEAR  d0
bra.s  Expunge_End

l$:
;----- go ahead and get rid of us. Store our seglist in d2
move.l md_SegList(a5),d2

;----- unlink from device list
move.l a5,a1
CALLSYS Remove           ;Remove first (before FreeMem)

;----- device specific closings here...
;

;----- free our memory
CLEAR  d0
CLEAR  d1
move.l a5,a1
move.w LIB_NEGSIZE(a5),d1
sub.w  d1,a1
add.w  LIB_POSSIZE(a5),d0
add.l  d1,d0             ;Calculate base of functions
;----- calculate size of functions + data area
CALLSYS FreeMem           ;Calculate size of functions + data area

;----- set up our return value
move.l d2,d0
```

```
Expunge_End:
movem.l (sp)+,dl/d2/a5/a6
rts
```

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Null:
PUTMSG 1,<'%s/Null: called'>
CLEAR d0
rts ;The Null function MUST return NULL.

;
;Two "do nothing" device-specific functions

FunctionA:
add.l d1,d0 ;Add
rts
FunctionB:
add.l d0,d0 ;Double
rts

InitUnit: ; (d2:unit number, a3:scratch, a6:devptr)
PUTMSG 30,<'%s/InitUnit: called'>
movem.l d2-d4/a2,-(sp)

;----- allocate unit memory
move.l #MyDevUnit_Sizeof,d0
move.l #MEMF_PUBLIC|MEMF_CLEAR,d1
LINKSYS AllocMem,md_SysLib(a6)
tst.l d0
beq InitUnit_End
move.l d0,a3

moveq.l #0,d0 ; Don't need to re-zero it
move.l a3,a2 ; InitStruct is initializing the UNIT
lea.l mdu_Init(pc),a1
LINKSYS InitStruct,md_SysLib(a6)

!!! IMPORTANT !!
move.l #42414400,mdu_RAM(a3) ;Mark offset zero as ASCII "BAD"
!!! IMPORTANT !!

move.b d2,mdu_UnitNum(a3) ;initialize unit number
move.l a6,mdu_Device(a3) ;initialize device pointer

;----- start up the unit task. We do a trick here --
;----- we set his message port to PA_IGNORE until the
;----- new task has a chance to set it up.
;----- We cannot go to sleep here: it would be very nasty
;----- if someone else tried to open the unit
;----- (exec's OpenDevice has done a Forbid() for us --
;----- we depend on this to become single threaded).

;----- Initialize the stack information
lea mdu_stack(a3),a0 ; Low end of stack
move.l a0,mdu_tcb+TC_SPLOWER(a3)
lea MYPROCSTACKSIZE(a0),a0 ; High end of stack
move.l a0,mdu_tcb+TC_SPUPPER(a3)
move.l a3,-(A0) ; argument -- unit ptr (send on stack)
move.l a0,mdu_tcb+TC_SPREG(a3)
lea mdu_tcb(a3),a0
move.l a0,MP_SIGTASK(a3)

IFGE INFO LEVEL-30
move.l a0,-(SP)
move.l a3,-(SP)
PUTMSG 30,<'%s/InitUnit, unit= %lx, task=%lx'>
addq.l #8,sp
ENDC

;----- initialize the unit's message port's list
lea MP_MSGLIST(a3),a0

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NEWLIST a0 ;<- IMPORTANT! Lists MUST! have NEWLIST
;work magic on them before use. (AddPort())
;can do this for you)

IFD_INTERRUPT
move.l a3,mdu_is+IS_DATA(a3) ; Pass unit addr to interrupt server
ENDC

; Startup the task
lea mdu_tcb(a3),a1
lea Task_Begin(PC),a2
move.l a3,-(sp) ; Preserve UNIT pointer
lea -1,a3 ; generate address error
; if task ever "returns" (we RemTask() it
; to get rid of it...)
CLEAR d0
PUTMSG 30,<'%s/About to add task'>
LINKSYS AddTask,md_SysLib(a6)
move.l (sp)+,a3 ; restore UNIT pointer

;----- mark us as ready to go
move.l d2,d0 ; unit number
lsl.l #2,d0
move.l a3,md_Units(a6,d0.1) ; set unit table
PUTMSG 30,<'%s/InitUnit: ok'>

InitUnit_End:
movem.l (sp)+,d2-d4/a2
rts

FreeUnit: ; (a3:unitptr, a6:deviceptr)
move.l a3,al
move.l #MyDevUnit_Sizeof,d0
LINKSYS FreeMem,md_SysLib(a6)
rts

ExpungeUnit: ; (a3:unitptr, a6:deviceptr)
PUTMSG 10,<'%s/ExpungeUnit: called'>
move.l d2,-(sp)

; If you can expunge your unit, and each unit has its own interrupts,
; you must remember to remove its interrupt server
;

IFD_INTERRUPT
lea.l mdu_is(a3),al ; Point to interrupt structure
moveq #INTB_PORTS,d0 ; Portia interrupt bit 3
LINKSYS RemIntServer,md_SysLib(a6) ; Now remove the interrupt server
ENDC

;----- get rid of the unit's task. We know this is safe
;----- because the unit has an open count of zero, so it
;----- is 'guaranteed' not in use.
lea mdu_tcb(a3),al
LINKSYS RemTask,md_SysLib(a6)

;----- save the unit number
CLEAR d2
move.b mdu_UnitNum(a3),d2

;----- free the unit structure.
bsr FreeUnit

;----- clear out the unit vector in the device

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```

lsl.1 #2,d2
clr.1 md_Units(a6,d2.1)

move.1 (sp)+,d2
rts

;
; here begins the device specific functions
;

; cmdtable is used to look up the address of a routine that will
; implement the device command.

; NOTE: the "extended" commands (ETD_READ/ETD_WRITE) have bit 15 set!
; We deliberately refuse to operate on such commands. However a driver
; that supports removable media may want to implement this. One
; open issue is the handling of the "seclabel" area. It is probably
; best to reject any command with a non-null "seclabel" pointer.

;cmdtable:
DC.L Invalid ;$00000001 ;0 CMD_INVALID
DC.L MyReset ;$00000002 ;1 CMD_RESET
DC.L RdWrt ;$00000004 ;2 CMD_READ
DC.L RdWrt ;$00000008 ;3 CMD_WRITE
DC.L Update ;$00000010 ;4 CMD_UPDATE
DC.L Clear ;$00000020 ;5 CMD_CLEAR
DC.L MyStop ;$00000040 ;6 CMD_STOP
DC.L Start ;$00000080 ;7 CMD_START
DC.L Flush ;$00000100 ;8 CMD_FLUSH
DC.L Motor ;$00000200 ;9 TD_MOTOR
DC.L Seek ;$00000400 ;A TD_SEEK
DC.L RdWrt ;$00000800 ;B TD_FORMAT
DC.L MyRemove ;$00001000 ;C TD_REMOVE
DC.L ChangeNum ;$00002000 ;D TD_CHANGEENUM
DC.L ChangeState ;$00004000 ;E TD_CHANGESTATE
DC.L ProtStatus ;$00008000 ;F TD_PROTSTATUS
DC.L RawRead ;$00010000 ;10 TD_RAWREAD
DC.L RawWrite ;$00020000 ;11 TD_RAWWRITE
DC.L GetDriveType ;$00040000 ;12 TD_GETDRIVETYPE
DC.L GetNumTracks ;$00080000 ;13 TD_GETNUMTRACKS
DC.L AddChangeInt ;$00100000 ;14 TD_ADDCHANGEINT
DC.L RemChangeInt ;$00200000 ;15 TD_RemChangeInt

cmdtable_end:

; this define is used to tell which commands should be handled
; immediately (on the caller's schedule).
;

; The immediate commands are Invalid, Reset, Stop, Flush
;

; Note that this method limits you to just 32 device specific commands,
; which may not be enough.
IMMEDIATES EQU %000000000000000000000000000000001110000011
;; =====
;; FEDCBA9876543210FEDCBA9876543210

; An alternate version. All commands that are trivially short
; and $100 reentrant are included. This way you won't get the
; task switch overhead for these commands.
;

IMMEDIATES EQU %111111111111111111111111011111110011
;; =====
;; FEDCBA9876543210FEDCBA9876543210

; IFD_INTERRUPT ; if using interrupts,
; These commands can NEVER be done "immediately" if using interrupts,
; since they would "wait" for the interrupt forever!

```

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```

; Read, Write, Format
NEVERIMMED EQU $0000080C
ENDC

;
; BeginIO starts all incoming io. The IO is either queued up for the
; unit task or processed immediately.
;

;
; BeginIO often is given the responsibility of making devices single
; threaded... so two tasks sending commands at the same time don't cause
; a problem. Once this has been done, the command is dispatched via
; PerformIO.

;
; There are many ways to do the threading. This example uses the
; UNITB_ACTIVE bit. Be sure this is good enough for your device before
; using! Any method is ok. If immediate access can not be obtained, the
; request is queued for later processing.

;
; Some IO requests do not need single threading, these can be performed
; immediatley.

;
; IMPORTANT:
; The exec WaitIO() function uses the IORequest node type (LN_TYPE)
; as a flag. If set to NT_MESSAGE, it assumes the request is
; still pending and will wait. If set to NT_REPLYMSG, it assumes the
; request is finished. It's the responsibility of the device driver
; to set the node type to NT_MESSAGE before returning to the user.

;
BeginIO: ; ( iob: al, device:a6 )

IFGE INFO_LEVEL-1
    bchg.b #1,$bfe001 ;Blink the power LED
ENDC
IFGE INFO_LEVEL-3
    clr.l -(sp)
    move.w IO_COMMAND(al),2(sp) ;Get entire word
    PUTMSG 3,<'%s/BeginIO --- %ld'>
    addq.l #4,sp
ENDC

movem.l dl/a0/a3,-(sp)

move.b #NT_MESSAGE,LN_TYPE(al) ;So WaitIO() is guaranteed to work
move.l IO_UNIT(al),a3 ;bookkeeping -> what unit to play with
move.w IO_COMMAND(al),d0

;Do a range check & make sure ETD_XXX type requests are rejected
cmp.w #MYDEV_END,d0 ;Compare all 16 bits
bcc BeginIO_NoCmd ;no, reject it. (bcc=bhs - unsigned)

;----- process all immediate commands no matter what
move.l #IMMEDIATES,dl
DISABLE a0 ;<-- Ick, nasty stuff, but needed here.
btst.l d0,dl
bne BeginIO_Immediate

IFD INTRERRUPT ; if using interrupts,
;----- queue all NEVERIMMED commands no matter what
move.w #NEVERIMMED,dl
btst d0,dl
bne.s BeginIO_QueueMsg
ENDC

;----- see if the unit is STOPPED. If so, queue the msg.
btst #MDUB_STOPPED,UNIT_FLAGS(a3)
bne BeginIO_QueueMsg

```

```

;----- This is not an immediate command. See if the device is
;----- busy. If the device is not, do the command on the
;----- user schedule. Else fire up the task.
;----- This type of arbitration is not really needed for a ram
;----- disk, but is essential for a device to reliably work
;----- with shared hardware
;
;----- When the lines below are ";" commented out, the task gets
;----- a better workout. When the lines are active, the calling
;----- process is usually used for the operation.
;
;----- REMEMBER:::: Never Wait() on the user's schedule in BeginIO()!
;----- The only exception is when the user has indicated it is ok
;----- by setting the "quick" bit. Since this device copies from
;----- ram that never needs to be waited for, this subtlety may not
;----- be clear.
;
;bset #UNITB_ACTIVE,UNIT_FLAGS(a3) ;---- comment out these
beq.s BeginIO_Immediate ;---- lines to test task.

;----- we need to queue the device. mark us as needing
;----- task attention. Clear the quick flag
BeginIO_QueueMsg:
  bset #UNITB_INTASK,UNIT_FLAGS(a3)
  bclr #IOB_QUICK,IO_FLAGS(al) ;We did NOT complete this quickly
  ENABLE a0

IFGE INFO_LEVEL-250
  move.l al,-(sp)
  move.l a3,-(sp)
  PUTMSG 250,<'%s/PutMsg: Port=%lx Message=%lx'>
  addq.l #8,sp
ENDC

  move.l a3,a0
  LINKSYS PutMsg,md_SysLib(a6) ;Port=a0, Message=al
  bra.s BeginIO_End
;----- return to caller before completing

;----- Do it on the schedule of the calling process
;

BeginIO_Immediate:
  ENABLE a0
  bsr.s PerformIO

BeginIO_End:
  PUTMSG 200,<'%s/BeginIO_End'>
  movem.l (sp)+,dl/a0/a3
  rts

BeginIO_NoCmd:
  move.b #IOERR_NOCMD,IO_ERROR(al)
  bra.s BeginIO_End

;
; PerformIO actually dispatches an io request. It might be called from
; the task, or directly from BeginIO (thus on the callers's schedule)
;
; It expects a3 to already
; have the unit pointer in it. a6 has the device pointer (as always).
; a1 has the io request. Bounds checking has already been done on
; the I/O Request.
;

```

```

PerformIO: ; ( iob:a1, unitptr:a3, devptr:a6 )
  IFGE INFO_LEVEL-150
    clr.l -(sp)
    move.w IO_COMMAND(al),2(sp) ;Get entire word
    PUTMSG 150,<'%s/PerformIO -- %ld'>
    addq.l #4,sp
  ENDC

  moveq #0,d0
  move.b d0,IO_ERROR(al) ; No error so far
  move.b IO_COMMAND+1(al),d0 ;Look only at low byte
  lsl.w #2,d0 ; Multiply by 4 to get table offset
  lea.l cmdtable(pc),a0
  move.l 0(a0,d0.w),a0

  jmp (a0) ;iob:a1 unit:a3 devprt:a6

;
; TermIO sends the IO request back to the user. It knows not to mark
; the device as inactive if this was an immediate request or if the
; request was started from the server task.
;

TermIO: ; ( iob:a1, unitptr:a3, devptr:a6 )
  PUTMSG 160,<'%s/TermIO'>
  move.w IO_COMMAND(al),d0

  move.w #IMMEDIATES,d1
  btst d0,d1
  bne.s TermIO_Immediate ;IO was immediate, don't do task stuff...
;
;----- we may need to turn the active bit off.
  btst #UNITB_INTASK,UNIT_FLAGS(a3)
  bne.s TermIO_Immediate ;IO was came from task, don't clear ACTIVE...
;
;----- the task does not have more work to do
  bclr #UNITB_ACTIVE,UNIT_FLAGS(a3)

TermIO_Immediate:
;----- if the quick bit is still set then we don't need to reply
;----- msg -- just return to the user.
  btst #IOB_QUICK,IO_FLAGS(al)
  bne.s TermIO_End
  LINKSYS ReplyMsg,md_SysLib(a6) ;al-message
; (ReplyMsg sets the LN_TYPE to NT_REPLYMSG)

TermIO_End:
  rts

;
; Here begins the functions that implement the device commands
; all functions are called with:
;   a1 -- a pointer to the io request block
;   a3 -- a pointer to the unit
;   a6 -- a pointer to the device
;
; Commands that conflict with 68000 instructions have a "My" prepended
; to them.
;


```

```

;We can't AbortIO anything, so don't touch the IORequest!
AbortIO: ; ( iob: a1, device:a6 )
  moveq #IOERR_NOCMD,d0
  rts
;
```

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```
RawRead:      ; 10 Not supported (INVALID)
RawWrite:     ; 11 Not supported (INVALID)
Invalid:
    move.b #IOERR_NOCMD,IO_ERROR(a1)
    bra.s TermIO

; Update and Clear are internal buffering commands. Update forces all
; io out to its final resting spot, and does not return until this is
; totally done. Since this is automatic in a ramdisk, we simply return "Ok".
; Clear invalidates all internal buffers. Since this device
; has no internal buffers, these commands do not apply.

Update:
Clear:
MyReset:      ;Do nothing (nothing reasonable to do)
AddChangeInt: ;Do nothing
RemChangeInt: ;Do nothing
MyRemove:     ;Do nothing
Seek:
Motor:
ChangeNum:
ChangeState:
ProtStatus:
    clr.l IO_ACTUAL(al)
    bra.s TermIO

GetDriveType: ;make it look like 3.5" (90mm) drive
    moveq #DRIVE3_5,d0
    move.l d0,IO_ACTUAL(al)
    bra.s TermIO

GetNumTracks:
    move.l #RAMSIZE/BYTESPERTRACK,IO_ACTUAL(al) ;Number of tracks
    bra.s TermIO

; Foo and Bar are two device specific commands that are provided just
; to show you how to add your own commands. They currently return that
; no work was done.
;

Foo:
Bar:
    clr.l IO_ACTUAL(al)
    bra.s TermIO

; This device is designed so that no combination of bad
; inputs can ever cause the device driver to crash.

;Rdwrt:
IFGE INFO_LEVEL-200
    move.l IO_LENGTH(al),-(sp)
    PUTMSG 200,<'%s/Rdwrt len %ld'>
    addq.l #4,sp
ENDC

    movem.l a2/a3,-(sp)
    move.l a1,a2          ;Copy iob
    move.l IO_UNIT(a2),a3 ;Get unit pointer

*     check operation for legality
    btst.b #0,IO_DATA(a2) ;check if user's pointer is ODD
    bne.s IO_LenErr        ;bad...


```

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```
; [D0=offset]
move.l IO_OFFSET(a2),d0
move.l d0,d1
and.l #SECTOR-1,d1           ;Bad sector boundary or alignment?
bne.s IO_LenErr              ;bad...
; [D0=offset]

*     check for IO within disc range
; [D0=offset]
add.l IO_LENGTH(a2),d0        ;Add length to offset
bcs.s IO_LenErr               ;overflow... (important test)
cmp.l #RAMSIZE,d0             ;Last byte is highest acceptable total
bhi.s IO_LenErr               ;bad... (unsigned compare)
and.l #SECTOR-1,d0             ;Even sector boundary?
bne.s IO_LenErr               ;bad...

*     We've gotten this far, it must be a valid request.

IFD_INTERRUPT
move.l mdv_SigMask(a3),d0      ; Get signals to wait for
LINKSYS Wait,md_SysLib(a6)    ; Wait for interrupt before proceeding
ENDC

lea.l mdv_RAM(a3),a0           ; Point to RAMDISK "sector" for I/O
add.l IO_OFFSET(a2),a0          ; Add offset to ram base
move.l IO_LENGTH(a2),d0
move.l d0,IO_ACTUAL(a2)         ; Indicate we've moved all bytes
beq.s RdWrt_end               ;---deal with zero length I/O
move.l IO_DATA(a2),al           ; Point to data buffer

;A0=ramdisk index
;A1=user buffer
;D0=length
;
cmp.b #CMD_READ,IO_COMMAND+l(a2) ; Decide on direction
BEC.S CopyTheBlock
EXG A0,A1                      ; For Write and Format, swap source & dest
CopyTheBlock:
LINKSYS CopyMemQuick,md_SysLib(a6) ;A0=source A1=dest D0=size
;CopyMemQuick is very fast

Rdwrt_end:
move.l a2,a1
movem.l (sp)+,a2/a3
bra.s TermIO                     ;END

IO_LenErr:
move.b #IOERR_BADLENGTH,IO_ERROR(a2)

IO_End:
clr.l IO_ACTUAL(a2)            ;Initially, no data moved
bra.s RdWrt_end

; the Stop command stop all future io requests from being
; processed until a Start command is received. The Stop
; command is NOT stackable: e.g. no matter how many stops
; have been issued, it only takes one Start to restart
; processing.

;Stop is rather silly for a ramdisk
MyStop:
PUTMSG 30,<'%s/MyStop: called'>
bset #MDUB_STOPPED,UNIT_FLAGS(a3)
bra.s TermIO
```

```

Start:
PUTMSG 30,<%s/Start: called'>
bsr InternalStart
bra TermIO

InternalStart:
move.l al,-(sp)
;---- turn processing back on
bclr #MDUB_STOPPED,UNIT_FLAGS(a3)

;---- kick the task to start it moving
move.b MP_SIGBIT(a3),d1
CLEAR d0
bset d1,d0
LINKSYS Signal,md_SysLib(a3)
move.l (sp)+,al
rts

; Flush pulls all I/O requests off the queue and sends them back.
; We must be careful not to destroy work in progress, and also
; that we do not let some io requests slip by.

; Some funny magic goes on with the STOPPED bit in here. Stop is
; defined as not being reentrant. We therefore save the old state
; of the bit and then restore it later. This keeps us from
; needing to DISABLE in flush. It also fails miserably if someone
; does a start in the middle of a flush. (A semaphore might help...)
;

Flush:
PUTMSG 30,<%s/Flush: called'>
movem.l d2/al/a6,-(sp)

move.l md_SysLib(a6),a6
bset #MDUB_STOPPED,UNIT_FLAGS(a3)
sne d2

Flush_Loop:
move.l a3,a0
CALLSYS GetMsg ;Steal messages from task's port
tst.l d0
beq.s Flush_End

move.l d0,al
move.b #IOERR_ABORTED,IO_ERROR(al)
CALLSYS ReplyMsg

bra.s Flush_Loop

Flush_End:
move.l d2,d0
movem.l (sp)+,d2/al/a6

tst.b d0
beq.s 1$>

bsr InternalStart
1$:
bra TermIO

; Here begins the task related routines

```

```

;
; A Task is provided so that queued requests may be processed at
; a later time. This is not very justifiable for a ram disk, but
; is very useful for "real" hardware devices. Take care with
; your arbitration of shared hardware with all the multitasking
; programs that might call you at once.

;
; Register Usage
; -----
; a3 -- unit pointer
; a6 -- syslib pointer
; a5 -- device pointer
; a4 -- task (NOT process) pointer
; d7 -- wait mask
;

; some dos magic, useful for Processes (not us). A process is started at
; the first executable address after a segment list. We hand craft a
; segment list here. See the the DOS technical reference if you really
; need to know more about this.

; The next instruction after the segment list is the first executable address

cnop 0,4 ; long word align
DC.L 16 ; segment length -- any number will do (this is 4
; bytes back from the segment pointer)
myproc_seglist:
DC.L 0 ; pointer to next segment

Task_Begin:
PUTMSG 35,<%s/Task_Begin'>
move.l ABSEXECBASE,a6

;---- Grab the argument passed down from our parent
move.l 4(sp),a3 ; Unit pointer
move.l mdu_Device(a3),a5 ; Point to device structure

IFD_INTERRUPT
;---- Allocate a signal for "I/O Complete" interrupts
moveq #-1,d0 ; -1 is any signal at all
CALLSYS AllocSignal
move.b d0,mdu_SigBit(A3) ; Save in unit structure
moveq #0,d7 ; Convert bit number signal mask
bset d0,d7
move.l d7,mdu_SigMask(A3) ; Save in unit structure
lea.l mdu_is(a3),al ; Point to interrupt structure
moveq #INTB_PORTS,d0 ; Portia interrupt bit 3
CALLSYS AddIntServer ; Now install the server
move.l md_Base(a5),a0 ; Get board base address
bset.b #INTENABLE,INTCTRL2(a0) ; Enable interrupts
ENDC

;---- Allocate a signal
moveq #-1,d0 ; -1 is any signal at all
CALLSYS AllocSignal
move.b d0,MP_SIGBIT(a3)
move.b #PA_SIGNAL,MP_FLAGS(a3) ;Make message port "live"
;---- change the bit number into a mask, and save in d7
moveq #0,d7 ;Clear D7
bset d0,d7

IFGE INFO LEVEL-40
move.l $114(a6),-(sp)
move.l a5,-(sp)
move.l a3,-(sp)
move.l d0,-(sp)
PUTMSG 40,<%s/Signal=%ld, Unit=%lx Device=%lx Task=%lx'>
add.l #4*4,sp
ENDC

```

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```
bra.s Task_StartHere

; OK, kids, we are done with initialization. We now can start the main loop
; of the driver. It goes like this. Because we had the port marked
; PA_IGNORE for a while (in InitUnit) we jump to the getmsg code on entry.
; (The first message will probably be posted BEFORE our task gets a chance
; to run)
;----- wait for a message
;----- lock the device
;----- get a message. If no message, unlock device and loop
;----- dispatch the message
;----- loop back to get a message

;----- no more messages. back ourselves out.

Task_Unlock:
    and.b #$ff&(~(UNITF_ACTIVE|UNITF_INTASK)),UNIT_FLAGS(a3)
;----- main loop: wait for a new message

Task_MainLoop:
    PUTMSG 75,<'%s/++Sleep'>
    move.l d7,d0
    CALLSYS Wait
    IFGE INFO_LEVEL-5
        bchg.b #1,$bfe001 ;Blink the power LED
    ENDC

Task_StartHere:
    PUTMSG 75,<'%s/++Wakeup'>
;----- see if we are stopped
    btst #MDUB_STOPPED,UNIT_FLAGS(a3)
    bne.s Task_MainLoop ; device is stopped, ignore messages
;----- lock the device
    bset #UNITB_ACTIVE,UNIT_FLAGS(a3)
    bne Task_MainLoop ; device in use (immediate command?)

;----- get the next request

Task_NextMessage:
    move.l a3,a0
    CALLSYS GetMsg
    PUTMSG 1,<'%s/GotMsg'>
    tst.l d0
    beq Task_Unlock ; no message?

;----- do this request
    move.l d0,a1
    exg a5,a6 ; put device ptr in right place
    bsr PerformIO
    exg a5,a6 ; get syslib back in a6
    bra.s Task_NextMessage

; Here is a dummy interrupt handler, with some crucial components commented
; out. If the IFD_INTERRUPT is enabled, this code will cause the device to
; wait for a level two interrupt before it will process each request
; (pressing a key on the keyboard will do it). This code is normally
; disabled, and must fake or omit certain operations since there isn't
; really any hardware for this driver. Similar code has been used
; successfully in other, "REAL" device drivers.

IFD_INTERRUPT
; Al should be pointing to the unit structure upon entry!

myinr:    move.l mdu_Device(al),a0 ; Get device pointer
          move.l md_Base(a0),a0 ; point to board base address
*         btst.b #IAMPULLING,INTCTRL1(a0);See if I'm interrupting
*         beq.s myexnm ; if not set, exit, not mine
*         move.b #0,INTACK(a0) ; toggle controller's int2 bit
```

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```
;----- signal the task that an interrupt has occurred
    move.l mdu_SigMask(al),d0
    lea mdu_tcb(al),al
    move.l mdu_SysLib(a0),a6 ; Get pointer to system
    CALLSYS Signal

;----- now clear the zero condition code so that
;----- the interrupt handler doesn't call the next
;----- interrupt server.

*         moveq #1,d0 clear zero flag
*         bra.s myexit now exit
;
;----- this exit point sets the zero condition code
;----- so the interrupt handler will try the next server
;----- in the interrupt chain
;
myexnm moveq #0,d0 set zero condition code
myexit rts
ENDC

mdu_Init:
;----- Initialize the device
;
INITBYTE MP_FLAGS,PA_IGNORE ;Unit starts with a message port
INITBYTE LN_TYPE,NT_MSGPORT ;
INITLONG LN_NAME,myName ;
INITLONG mdu_tcb+LN_NAME,myName
INITBYTE mdu_tcb+LN_TYPE,NT_TASK
INITBYTE mdu_tcb+LN_PRI,5
IFD_INTERRUPT
    INITBYTE mdu_is+LN_PRI,4 ; Int priority 4
    INITLONG mdu_is+IS_CODE,myintr ; Interrupt routine addr
    INITLONG mdu_is+LN_NAME,myName
ENDC
DC.L 0

IFNE AUTOMOUNT
mdn_Init:
* ;----- Initialize packet for MakeDosNode
;
INITLONG mdn_execName,myName ; Address of driver name
INITLONG mdn_tablesize,11 ; # long words in AmigaDOS env.
INITLONG mdn_dName,$524d0000 ; Store 'RM' in name
INITLONG mdn_sizeBlock,SECTOR/4 ; # longwords in a block
INITLONG mdn_numHeads,1 ; RAM disk has only one "head"
INITLONG mdn_secsPerBlk,1 ; secs/logical block, must = "1"
INITLONG mdn_blkTrack,SECTORSPER ; secs/track (must be reasonable)
INITLONG mdn_resBlks,1 ; reserved blocks, MUST > 0!
INITLONG mdn_upperCyl,(RAMSIZE/BYTESPERTRACK)-1 ; upper cylinder
INITLONG mdn_numBuffers,1 ; # AmigaDOS buffers to start
ENDC

; EndCode is a marker that shows the end of your code. Make sure it does not
; span hunks, and is not before the rom tag! It is ok to put it right after
; the rom tag -- that way you are always safe. I put it here because it
; happens to be the "right" thing to do, and I know that it is safe in this
; case (this program has only a single code hunk).
;
EndCode: END
```

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```
*****
*
* Copyright (C) 1986, Commodore Amiga Inc. All rights reserved.
* Permission granted for non-commercial use
*
***** ramdev.i -- external declarations for skeleton ramdisk device
*****
;--- Assemble-time options
INFO_LEVEL EQU 0 ; Specify amount of debugging info desired
; If > 0 you must link with debug.lib!
; You will need to run a terminal program to
; set the baud rate.
*INTRERRUPT SET 1 ; Remove "*" to enable fake interrupt code
AUTOMOUNT EQU 0 ; Work with the "mount" command if 0
; Do it automatically if 1
;--- stack size and priority for the process we will create
MYPROCSTACKSIZE EQU $900
MYPROCPRI EQU 0 ;Devices are often 5, NOT higher
;--- Base constants
NUMBEROFTRACKS EQU 40 ;<<< Change THIS to change size of ramdisk <<<
SECTOR EQU 512 ;# bytes per sector
SECSHIFT EQU 9 ;Shift count to convert byte # to sector #
SECTORSPER EQU 10 ;# Sectors per "track"
G-12
RAMSIZE EQU SECTOR*NUMBEROFTRACKS*SECTORSPER
; use this much RAM per unit
BYTESPERTRACK EQU SECTORSPER*SECTOR
IAMPULLING EQU 7 ; "I am pulling the interrupt" bit of INTCTRL1
INTENABLE EQU 4 ; "Interrupt Enable" bit of INTCTRL2
INTCTRL1 EQU $40 ; Interrupt control register offset on board
INTCTRL2 EQU $42 ; Interrupt control register offset on board
INTACK EQU $50 ; My board's interrupt reset address
;
; device command definitions (copied from devices/trackdisk.i)
;
BITDEF TD,EXTCOM,15 ; for "extended" commands !!!
;
DEVINIT
DEVCMD CMD_MOTOR ; control the disk's motor (NO-OP)
DEVCMD CMD_SEEK ; explicit seek (NO-OP)
DEVCMD CMD_FORMAT ; format disk - equated to WRITE for RAMDISK
DEVCMD CMD_REMOVE ; notify when disk changes (NO-OP)
DEVCMD CMD_CHANGENUM ; number of disk changes (always 0)
DEVCMD CMD_CHANGESTATE ; is there a disk in the drive? (always TRUE)
DEVCMD CMD_PROTSTATUS ; is the disk write protected? (always FALSE)
DEVCMD CMD_RAWREAD ; Not supported
DEVCMD CMD_RAWWRITE ; Not supported
DEVCMD CMD_GETDRIVETYPE ; Get drive type
DEVCMD CMD_GETNUMTRACKS ; Get number of tracks
DEVCMD CMD_ADDCHANGEINT ; Add disk change interrupt (NO-OP)
DEVCMD CMD_REMCHANGEINT ; Remove disk change interrupt ( NO-OP)
DEVCMD MYDEV_END ; place marker -- first illegal command #
;
; Layout of parameter packet for MakeDosNode
;
DRIVE3_5 EQU 1
DRIVE5_25 EQU 2
;
```

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```
;-----  
STRUCTURE MkDosNodePkt,0  
APTR mdn_dosName ; Pointer to DOS file handler name  
APTR mdn_execName ; Pointer to device driver name  
ULONG mdn_unit ; Unit number  
ULONG mdn_flags ; OpenDevice flags  
ULONG mdn_tableSize ; Environment size  
ULONG mdn_sizeBlock ; # longwords in a block  
ULONG mdn_secOrg ; sector origin -- unused  
ULONG mdn_numHeads ; number of surfaces  
ULONG mdn_secsPerBlk ; secs per logical block -- unused  
ULONG mdn_blkTrack ; secs per track  
ULONG mdn_resBlks ; reserved blocks -- MUST be at least 1!  
ULONG mdn_prefac ; unused  
ULONG mdn_interleave ; interleave  
ULONG mdn_lowCyl ; lower cylinder  
ULONG mdn_upperCyl ; upper cylinder  
ULONG mdn_numBuffers ; number of buffers  
ULONG mdn_memBuffType ; Type of memory for AmigaDOS buffers  
STRUCT mdn_dName,5 ; DOS file handler name "RAM0"  
LABEL mdn_Sizeof ; Size of this structure
```

```
;-----  
; device data structures  
;  
;  
; maximum number of units in this device  
MD_NUMUNITS EQU 4  
  
STRUCTURE MyDev_LIB_SIZE  
UBYTE md_Flags  
UBYTE md_Pad1  
;now longword aligned  
ULONG md_SysLib  
ULONG md_SeqList  
ULONG md_Base ; Base address of this device's expansion board  
STRUCT md_Units,MD_NUMUNITS*4  
LABEL MyDev_Sizeof
```

```
STRUCTURE MyDevUnit_UNIT_SIZE ;Odd # longwords  
UBYTE mdu_UnitNum  
UBYTE mdu_SigBit ; Signal bit allocated for interrupts  
;Now longword aligned!  
APTR mdu_Device  
STRUCT mdu_stack,MYPROCSTACKSIZE  
STRUCT mdu_tcb,TC_SIZE ; Task Control Block (TCB) for disk task  
ULONG mdu_SigMask ; Signal these bits on interrupt  
IFD_INTERRUPT  
STRUCT mdu_is,IS_SIZE ; Interrupt structure  
UWORD mdu_pad1 ;Longword align  
ENDC  
STRUCT mdu_RAM,RAMSIZE ; RAM used to simulate disk  
LABEL MyDevUnit_Sizeof  
  
;----- state bit for unit stopped  
BITDEF MDU,STOPPED,2  
  
MYDEVNAME MACRO  
DC.B 'ramdev.device',0  
ENDM
```

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```
/*
 * samplebase.h -- C include file defining sample.library base
 * Copyright (C) 1985, 1988 Commodore Amiga Inc. All rights reserved.
 */
#ifndef SAMPLE_BASE_H
#define SAMPLE_BASE_H

#ifndef EXEC_TYPES_H
#include <exec/types.h>
#endif EXEC_TYPES_H

#ifndef EXEC_LISTS_H
#include <exec/lists.h>
#endif EXEC_LISTS_H

#ifndef EXEC_LIBRARIES_H
#include <exec/libraries.h>
#endif EXEC_LIBRARIES_H

/* library data structures
 *
 * Note that the library base begins with a library node
 */
struct SampleBase {
    struct Library LibNode;
    UBYTE Flags;
    UBYTE pad;
    /* We are now longword aligned */
    ULONG SysLib;
    ULONG DosLib;
    ULONG SegList;
};

#define SAMPLENAME "sample.library"
#endif EXEC_SAMPLEBASE_H
```

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```
*****
*
* samplebase.i -- definition of sample.library base
*
* Copyright (C) 1985, 1988 Commodore Amiga Inc. All rights reserved.
*
*****
```

```
IFND SAMPLE_BASE_I
SAMPLE_BASE_I SET 1

IFND EXEC_TYPES_I
INCLUDE "exec/types.i"
ENDC ; EXEC_TYPES_I

IFND EXEC_LISTS_I
INCLUDE "exec/lists.i"
ENDC ; EXEC_LISTS_I

IFND EXEC_LIBRARIES_I
INCLUDE "exec/libraries.i"
ENDC ; EXEC_LIBRARIES_I

;-----  

; library data structures
;  

;  

; Note that the library base begins with a library node
STRUCTURE SampleBase,LIB_SIZE
UBYTE sb_Flags
UBYTE sb_pad
;We are now longword aligned
ULONG sb_SysLib
ULONG sb_DosLib
ULONG sb_SegList
LABEL SampleBase_SIZEOF

SAMPLENAME MACRO
DC.B 'sample.library',0
ENDM

ENDC ;EXEC_SAMPLEBASE_I
```

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```
*****
* samplelib_stubs.asm
*
* Copyright 1988 Commodore-Amiga, Inc.
*
* _LVO definitions that match this .fd file:
*
*      ##base _SampleBase
*      ##bias 30
*      ##public
*      Double(n1)(D0)
*      AddThese(n1,n2)(D0,D1)
*      ##end
*
* After assembling,
* JOIN samplelib_stubs.o samplelib_lvos.o AS sample.lib
*
* LINK with LIBRARY sample.lib when calling sample.library functions
*
*****
INCLUDE "exec/types.i"
INCLUDE "exec/libraries.i"

SECTION _LVO

DATA

----- LIBINIT initializes an LVO value to -30 to skip the first four
----- 6-byte required library vectors (Open, Expunge, etc)

LIBINIT

----- LIBDEF assigns the current LVO value to a label, and then
----- bumps the LVO value by -6 in preparation for next LVO label

----- This assigns the value -30 to our first _LVO label

LIBDEF _LVODouble ;-30
XDEF _LVODouble

----- The value -30-6 is assigned to our second _LVO label

LIBDEF _LVOAddThese ;-36
XDEF _LVOAddThese

END
```

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```
*****
* samplelib_stubs.asm
*
* Copyright 1988 Commodore-Amiga, Inc.
*
* Stubs that match this .fd file:
*
*      ##base _SampleBase
*      ##bias 30
*      ##public
*      Double(n1)(D0)
*      AddThese(n1,n2)(D0,D1)
*      ##end
*
* After assembling,
* JOIN samplelib_stubs.o samplelib_lvos.o AS sample.lib
*
* LINK with LIBRARY sample.lib when calling sample.library functions
*
*****
INCLUDE "exec/types.i"
INCLUDE "exec/libraries.i"

SECTION CSTUB

CODE

----- Caller declares and initializes SampleBase in their C code
XREF _SampleBase

----- Must externally reference the _LVO labels defined in samplelib_lvos
XREF _LVODouble
XREF _LVOAddThese

----- Make C function stubs available to caller
XDEF _Double
XDEF _AddThese

----- These stubs move C args from stack to appropriate registers,
----- call the library function, and return result in d0

Double:
MOVE.L A6,-(SP) ;Save register(s)
MOVE.L 8(SP),D0 ;Copy param to register
MOVE.L _SampleBase,A6 ;Library base to A6
JSR _LVODouble(A6) ;Go to real routine
MOVE.L (SP)+,A6 ;Restore register(s)
RTS

AddThese:
MOVE.L A6,-(SP) ;Save register(s)
MOVEM.L 8(SP),D0/D1 ;Copy params to registers
;8(SP) goes into D0
;12(SP) goes into D1
MOVE.L _SampleBase,A6 ;Library base to A6
JSR _LVOAddThese(A6) ;Go to real routine
MOVE.L (SP)+,A6 ;Restore register(s)
RTS

END
```

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```
*****
* sample.library.asm -- Example run-time library source code
*
* Copyright (C) 1985, 1988 Commodore Amiga Inc. All rights reserved.
*
* Assemble and link, without startup code, to create Sample.library,
* a LIBS: drawer run-time shared library
*
* Linkage Info:
* FROM sample.library.o
* LIBRARY LIB:Amiga.lib
* TO sample.library
*****
*****
```

SECTION section

NOLIST
INCLUDE "exec/types.i"
INCLUDE "exec/libraries.i"
INCLUDE "exec/lists.i"
INCLUDE "exec/alerts.i"
INCLUDE "exec/initializers.i"
INCLUDE "exec/resident.i"
INCLUDE "libraries/dos.i"

INCLUDE "asmsupp.i"
INCLUDE "samplebase.i"

LIST

;----- These don't have to be external, but it helps some
;----- debuggers to have them globally visible

XDEF Init
XDEF Open
XDEF Close
XDEF Expunge
XDEF Null
XDEF sampleName
XDEF Double
XDEF AddThese

XREF _AbsExecBase

XLIB OpenLibrary
XLIB CloseLibrary
XLIB Alert
XLIB FreeMem
XLIB Remove

; The first executable location. This should return an error
; in case someone tried to run you as a program (instead of
; loading you as a library).

Start:
MOVEQ #-1,d0
rts

; A romtag structure. Both "exec" and "ramlib" look for
; this structure to discover magic constants about you
; (such as where to start running you from...).

; Most people will not need a priority and should leave it at zero.
; the RT_PRI field is used for configuring the roms. Use "mods" from
; wack to look at the other romtags in the system

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MYPRI EQU 0

initDDescrip:

```
,STRUCTURE RT,0
DC.W RTC_MATCHWORD ; UWORD RT_MATCHWORD
DC.L initDDescrip ; APTR RT_MATCHTAG
DC.L EndCode ; APTR RT_ENDSKIP
DC.B RTF_AUTOINIT ; UBYTE RT_FLAGS
DC.B VERSION ; UBYTE RT_VERSION
DC.B NT_LIBRARY ; UBYTE RT_TYPE
DC.B MYPRI ; BYTE RT_PRI
DC.L sampleName ; APTR RT_NAME
DC.L idString ; APTR RT_IDSTRING
DC.L Init ; APTR RT_INIT
```

; this is the name that the library will have
sampleName: SAMPLENAME

; a major version number.
VERSION: EQU 34

; A particular revision. This should uniquely identify the bits in the
; library. I use a script that advances the revision number each time
; I recompile. That way there is never a question of which library
; that really is.
REVISION: EQU 1

; this is an identifier tag to help in supporting the library
; format is 'name version.revision (dd MON yyyy)',<cr>,<lf>,<null>
idString: dc.b 'samplelib 1.3 (03 Oct 1988)',13,10,0

dosName: DOSNAME

; force word alignment
ds.w 0

; The romtag specified that we were "RTF_AUTOINIT". This means
; that the RT_INIT structure member points to one of these
; tables below. If the AUTOINIT bit was not set then RT_INIT
; would point to a routine to run.

Init:

```
DC.L SampleBase_SIZEOF ; size of library base data space
DC.L funcTable ; pointer to function initializers
DC.L dataTable ; pointer to data initializers
DC.L initRoutine ; routine to run
```

funcTable:

;----- standard system routines
dc.l Open
dc.l Close
dc.l Expunge
dc.l Null

;----- my libraries definitions
dc.l Double
dc.l AddThese

;----- function table end marker
dc.l -1

; The data table initializes static data structures.
; The format is specified in exec/InitStruct routine's
; manual pages. The INITBYTE/INITWORD/INITLONG routines

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```
; are in the file "exec/initializers.i". The first argument  
; is the offset from the library base for this byte/word/long.  
; The second argument is the value to put in that cell.  
; The table is null terminated  
; NOTE - LN_TYPE below is a correction - old example had LH_TYPE
```

dataTable:

```
INITBYTE LN_TYPE,NT_LIBRARY  
INITLONG LN_NAME,sampleName  
INITBYTE LIB_FLAGS,LIBF_SUMUSED!LIBF_CHANGED  
INITWORD LIB_VERSION,VERSION  
INITWORD LIB_REVISION,REVISION  
INITLONG LIB_IDSTRING,idString  
DC.L 0
```

```
; This routine gets called after the library has been allocated.  
; The library pointer is in D0. The segment list is in A0.  
; If it returns non-zero then the library will be linked into  
; the library list.
```

initRoutine:

```
;---- get the library pointer into a convenient A register  
move.l a5,-(sp)  
move.l d0,a5
```

```
;---- save a pointer to exec  
move.l a6,sb_SysLib(a5)
```

```
;---- save a pointer to our loaded code  
move.l a0,sb_SegList(a5)
```

```
;---- open the dos library  
lea dosName(pc),a1  
CLEAR d0  
CALLSYS OpenLibrary
```

```
move.l d0,sb_DosLib(a5)  
bne.s 1$
```

```
;---- can't open the dos! what gives  
ALERT AG_OpenLib!AO_DOSLib
```

1\$: ;---- now build the static data that we need

```
;---- put your initialization here...
```

```
move.l a5,d0  
move.l (sp)+,a5  
rts
```

```
; here begins the system interface commands. When the user calls  
; OpenLibrary/CloseLibrary/RemoveLibrary, this eventually gets translated  
; into a call to the following routines (Open/Close/Expunge). Exec  
; has already put our library pointer in A6 for us. Exec has turned  
; off task switching while in these routines (via Forbid/Permit), so  
; we should not take too long in them.
```

```
; Open returns the library pointer in d0 if the open  
; was successful. If the open failed then null is returned.  
; It might fail if we allocated memory on each open, or
```

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```
; if only open application could have the library open  
; at a time...
```

Open: ; (libptr:a6, version:d0)

```
;---- mark us as having another opener  
addq.w #1,LIB_OPENCNT(a6)
```

```
;---- prevent delayed expunges  
bclr #LIBB_DELEXP,sb_Flags(a6)
```

```
move.l a6,d0  
rts
```

```
; There are two different things that might be returned from  
; the Close routine. If the library is no longer open and  
; there is a delayed expunge then Close should return the  
; segment list (as given to Init). Otherwise close should  
; return NULL.
```

Close: ; (libptr:a6)

```
;---- set the return value  
CLEAR d0
```

```
;---- mark us as having one fewer openers  
subq.w #1,LIB_OPENCNT(a6)
```

```
;---- see if there is anyone left with us open  
bne.s 1$
```

```
;---- see if we have a delayed expunge pending  
btst #LIBB_DELEXP,sb_Flags(a6)  
beg.s 1$
```

```
;---- do the expunge  
bsr Expunge
```

1\$: rts

```
; There are two different things that might be returned from  
; the Expunge routine. If the library is no longer open  
; then Expunge should return the segment list (as given to  
; Init). Otherwise Expunge should set the delayed expunge  
; flag and return NULL.
```

```
; One other important note: because Expunge is called from  
; the memory allocator, it may NEVER Wait() or otherwise  
; take long time to complete.
```

Expunge: ; (libptr: a6)

```
movem.l d2/a5/a6,-(sp)  
move.l a6,a5  
move.l sb_SysLib(a5),a6
```

```
;---- see if anyone has us open  
tst.w LIB_OPENCNT(a5)  
beg 1$
```

```
;---- it is still open. set the delayed expunge flag  
bset #LIBB_DELEXP,sb_Flags(a5)  
CLEAR d0  
bra.s Expunge_End
```

1\$: ;---- go ahead and get rid of us. Store our seglist in d2
move.l sb_SegList(a5),d2

```

;----- unlink from library list
move.l a5,a1
CALLSYS Remove

; device specific closings here...
;

;----- close the dos library
move.l sb_DosLib(a5),a1
CALLSYS CloseLibrary

;----- free our memory
CLEAR d0
move.l a5,a1
move.w LIB_NEGSIZE(a5),d0

sub.l d0,a1
add.w LIB_POSSIZE(a5),d0

CALLSYS FreeMem

;----- set up our return value
move.l d2,d0

```

```

Expunge_End:
movem.l (sp)+,d2/a5/a6
rts

```

```

Null:
CLEAR d0
rts

```

```

;----- Here begins the library specific functions.
;
; Both of these simple functions are entirely in assembler, but you
; can write your functions in C if you wish and interface to them here.
; If, for instance, the bulk of the AddThese function was written
; in C, you could interface to it as follows:
;
```

```

; - write a C function addTheseC(n1,n2) and compile it
; - XDEF addThese C in this library code
; - change the AddThese function code below to:
;   move.l d1,-(sp)      ;push rightmost C arg first
;   move.l d0,-(sp)      ;push other C arg(s), right to left
;   jsr    addTheseC    ;call the C code
;   addq   #8,sp         ;fix stack
;   rts                 ;return with result in d0
;
```

```

*----- Double(d0)
Double:
lsl    #1,d0
rts

```

```

*----- AddThese(d0,d1)
AddThese:
add.l d1,d0
rts

```

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```
*****
* alibtest.asm -- Asm example that calls the Sample.library functions
* Copyright 1988 Commodore Amiga Inc. All rights reserved.
*
* Linkage Info:
* FROM Astartup.obj, alibtest.o
* LIBRARY LIB:amiga.lib, LIB:sample.lib
* TO ALibTest
*
*****
```

INCLUDE "exec/types.i"
INCLUDE "exec/libraries.i"

INCLUDE "asmsupp.i"
INCLUDE "samplebase.i"

ABSEXECBASE EQU 4

XDEF _main

XREF _printf
XREF _LVODouble
XREF _LVOAddThese

XLIB OpenLibrary
XLIB CloseLibrary

main:
;---- open the test library: this will bring it in from disk
move.l ABSEXECBASE,a6
lea sampleName(pc),a1
moveq #0,d0
jsr _LVOOpenLibrary(a6)

tst.l d0
bne.s l\$

;---- couldn't find the library
pea sampleName(pc)
pea nolibmsg(pc)
jsr _printf
addq.l #8,sp

bra main_end

l\$: move.l d0,a6 ;sample.library base to a6

;---- print the library name, version, and revision
clr.l d0
move.w LIB_REVISION(a6),d0
move.l d0,-(sp)
move.w LIB_VERSION(a6),d0
move.l d0,-(sp)
move.l LN_NAME(a6),-(sp)
pea verRevMsg(pc)
jsr _printf ;call Amiga.lib printf
adda.l #16,sp ;fix 4 long stack pushes

;---- call the first test function
moveq #-7,d0
jsr _LVODouble(a6)
move.l d0,-(sp)
pea doubleMsg(pc)

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```
jsr _printf  
lea 8(sp),sp ;fix 2 long stack pushes  
  
;---- call the second test function  
moveq #21,d0  
moveq #4,d1  
jsr _LVOAddThese(a6)  
move.l d0,-(sp)  
pea addTheseMsg(pc)  
jsr _printf  
lea 8(sp),sp  
  
;---- close the library  
move.l a6,a1  
move.l ABSEXECBASE,a6  
jsr _LVOCloseLibrary(a6)  
  
main_end:  
rts  
  
sampleName: SAMPLENAME  
nolibmsg: dc.b 'can not open library "%s"',10,0  
doubleMsg: dc.b 'Function Double(-7) returned $ld',10,0  
addTheseMsg: dc.b 'Function AddThese(21,4) returned $ld',10,0  
verRevMsg: dc.b '%s Version $ld Revision $ld',10,0  
END
```

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```
/*
 * clibtest.c -- C example that calls the Sample.library functions
 *
 * Copyright 1988 Commodore Amiga Inc. All rights reserved.
 *
 * Linkage Info:
 * FROM Astartup.obj, clibtest.o
 * LIBRARY LIB:amiga.lib, LIB:sample.lib
 * TO CLibTest
 */

#include <exec/types.h>
#include <exec/libraries.h>
#include <libraries/dos.h>

#include "samplebase.h"

struct SampleBase *SampleBase;

void main()
{
    LONG n;
    struct Library *slib;

    /* Open sample.library */
    if(!(SampleBase=(struct SampleBase *)OpenLibrary("sample.library",0)))
    {
        printf("Can't open sample.library\n");
        exit(RETURN_FAIL);
    }

    /* Print library name, version, revision */
    slib = &SampleBase->LibNode;
    printf("%s Version %ld Revision %ld\n",
           slib->lib_Node.ln_Name, slib->lib_Version, slib->lib_Revision);

    /* Call the two functions */
    n = Double(-7);
    printf("Function Double(-7) returned %ld\n", n);

    n = AddThese(21,4);
    printf("Function AddThese(21,4) returned %ld\n", n);

    CloseLibrary(SampleBase);
    exit(RETURN_OK);
}
```

Section H

Reference Charts

This section contains several handy reference charts. These are often useful when searching memory or scanning structures during debugging. The charts are:

- o **1.3 Function Offsets** - The Amiga libraries are listed, with a separate entry for each library function. The chart lists the function's negative offset from the library base and a short summary of register usage.
- o **Assembly Prefix Reference** - Structure members in the assembly language include files often have a prefix associated with them. This chart lists the name of the include file that each prefix is associated with.
- o **Structure Offset Reference** - Lists the Amiga structures individually by name, followed by the structure size and offset of each member. This chart is typically used

when you know the base address of a structure and wish to examine its members.

- Hardware Register Map - A short reference listing of each chip register in the system, for those developers that must access the hardware directly. For more detail see the *Amiga Hardware Manual*.
- C Language Cross-Reference - Each element from the Amiga include files is listed along with its resolved value, the location where it was defined, and each place that references it. Since the elements have similar names, this chart is also useful for assembly language users.

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```
***** cia.resource *****
##bias 6
 6 $ffffa -$0006 AddICRVector(bit,interrupt)(d0,a1)
12 $fff4 -$000c RemICRVector(bit)(d0)
18 $ffee -$0012 AbleICR(mask)(d0)
24 $ffe8 -$0018 SetICR(mask)(d0)

***** console.device *****
##base _ConsoleDevice
##bias 42
42 $ffd6 -$002a CDInputHandler(events,device)(A0/A1)
48 $ffd0 -$0030 RawKeyConvert(events,buffer,length,keyMap)(A0/A1,D1/A2)

***** diskfont.library *****
##base _DiskfontBase
##bias 30
30 $ffe2 -$001e OpenDiskFont(textAttr)(A0)
36 $ffdc -$0024 AvailFonts(buffer,bufBytes,flags)(A0,D0/D1)
--- Added as of version 34 (distributed on V1.3 Workbench) ---
42 $ffd6 -$002a NewFontContents(fontsLock,fontName)(A0/A1)
48 $ffd0 -$0030 DisposeFontContents(fontContentsHeader)(A1)

***** dos.library *****
##base _DOSBase
##bias 30
30 $ffe2 -$001e Open(name,accessMode)(D1/D2)
36 $ffdc -$0024 Close(file)(D1)
42 $ffd6 -$002a Read(file,buffer,length)(D1/D2/D3)
48 $ffd0 -$0030 Write(file,buffer,length)(D1/D2/D3)
54 $ffca -$0036 Input()
60 $ffc4 -$0034 Output()
66 $ffbe -$0042 Seek(file,position,offset)(D1/D2/D3)
72 $ffb8 -$0048 DeleteFile(name)(D1)
78 $ffb2 -$004e Rename(oldName,newName)(D1/D2)
84 $ffac -$0054 Lock(name,type)(D1/D2)
90 $ffa6 -$005a UnLock(lock)(D1)
96 $ffa0 -$0060 DupLock(lock)(D1)
102 $ff9a -$0066 Examine(lock,fileInfoBlock)(D1/D2)
108 $ff94 -$006c ExNext(lock,fileInfoBlock)(D1/D2)
114 $ff8e -$0072 Info(lock,parameterBlock)(D1/D2)
120 $ff88 -$0078 CreateDir(name)(D1)
126 $ff82 -$007e CurrentDir(lock)(D1)
132 $ff7c -$0084 IoErr()
138 $ff76 -$008a CreateProc(name,pri,segList,stackSize)(D1/D2/D3/D4)
144 $ff70 -$0090 Exit(returnCode)(D1)
150 $ffa6 -$0096 LoadSeg(fileName)(D1)
156 $ff64 -$009c UnLoadSeg(segment)(D1)
##private
162 $ff5e -$00a2 GetPacket(wait)(D1)
168 $ff58 -$00a8 QueuePacket(packet)(D1)
##public
174 $ff52 -$00ae DeviceProc(name)(D1)
180 $ff4c -$00b4 SetComment(name,comment)(D1/D2)
186 $ff46 -$00ba SetProtection(name,mask)(D1/D2)
192 $ff40 -$00c0 DateStamp(date)(D1)
198 $ff3a -$00c6 Delay(timeout)(D1)
204 $ff34 -$00cc WaitForChar(file,timeout)(D1/D2)
210 $ff2e -$00d2 ParentDir(lock)(D1)
216 $ff28 -$00d8 IsInteractive(file)(D1)
222 $ff22 -$00de Execute(string,file,file)(D1/D2/D3)

***** exec.library *****
##base _SysBase
##bias 30
##private
```

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```
----- special functions -----
30 $ffe2 -$001e Supervisor()
36 $ffdc -$0024 ExitIntr()
42 $ffd6 -$002a Schedule()
48 $ffd0 -$0030 Reschedule()
54 $ffca -$0036 Switch()
60 $ffc4 -$003c Dispatch()
66 $ffbe -$0042 Exception()

##public
72 $ffb8 -$0048 InitCode(startClass,version)(D0/D1)
78 $ffb2 -$004e InitStruct(initTable,memory,size)(A1/A2,D0)
84 $ffac -$0054 MakeLibrary(funcInit,structInit,libInit,dataSize,codeSize)
(A0/A1/A2,D0/D1)
90 $ffa6 -$005a MakeFunctions(target,functionArray,funcDispBase)(A0,A1,A2)
96 $ffa0 -$0060 FindResident(name)(A1)
102 $ff9a -$0066 InitResident(resident,segList)(A1,D1)
108 $ff94 -$006c Alert(alertNum,parameters)(D7,A5)
114 $ff8e -$0072 Debug()

----- interrupts -----
120 $ff88 -$0078 Disable()
126 $ff82 -$007e Enable()
132 $ff7c -$0084 Forbid()
138 $ff76 -$008a Permit()
144 $ff70 -$0090 SetSR(newSR,mask)(D0/D1)
150 $ff6a -$0096 SuperState()
156 $ff64 -$009c UserState(sysStack)(D0)
162 $ff5e -$00a2 SetIntVector(intNumber,interrupt)(D0/A1)
168 $ff58 -$00a8 AddIntServer(intNumber,interrupt)(D0/A1)
174 $ff52 -$00ae RemIntServer(intNumber,interrupt)(D0/A1)
180 $ff4c -$00b4 Cause(interrupt)(A1)

----- memory allocation -----
186 $ff46 -$00ba Allocate(freeList,byteSize)(A0,D0)
192 $ff40 -$00c0 Deallocate(freeList,memoryBlock,byteSize)(A0/A1,D0)
198 $ff3a -$00c6 AllocMem(byteSize,requirements)(D0/D1)
204 $ff34 -$00cc AllocAbs(byteSize,location)(D0/A1)
210 $ff2e -$00d2 FreeMem(memoryBlock,byteSize)(A1,D0)
216 $ff28 -$00d8 AvailMem(requirements)(D1)
222 $ff22 -$00de AllocEntry(entry)(A0)
228 $ff1c -$00e4 FreeEntry(entry)(A0)

----- lists -----
234 $ff16 -$00ea Insert(list,node,pred)(A0/A1/A2)
240 $ff10 -$00f0 AddHead(list,node)(A0/A1)
246 $ff0a -$00f6 AddTail(list,node)(A0/A1)
252 $ff04 -$00f0 Remove(node)(A1)
258 $ffef -$0102 RemHead(list)(A0)
264 $fef8 -$0108 RemTail(list)(A0)
270 $fef2 -$010e Enqueue(list,node)(A0/A1)
276 $fec4 -$0114 FindName(list,name)(A0/A1)

----- tasks -----
282 $fee6 -$011a AddTask(task,initPC,finalPC)(A1/A2/A3)
288 $fee0 -$0120 RemTask(task)(A1)
294 $fed4 -$0126 FindTask(name)(A1)
300 $fed4 -$012c SetTaskPri(task,priority)(A1,D0)
306 $fec4 -$0132 SetSignal(newSignals,signalSet)(D0/D1)
312 $fec8 -$0138 SetExcept(newSignals,signalSet)(D0/D1)
318 $fec2 -$013e Wait(signalSet)(D0)
324 $febc -$0144 Signal(task,signalSet)(A1,D0)
330 $feb6 -$014a AllocSignal(signalNum)(D0)
336 $feb0 -$0150 FreeSignal(signalNum)(D0)
342 $fea4 -$0156 AllocTrap(trapNum)(D0)
348 $fea4 -$015c FreeTrap(trapNum)(D0)

----- messages -----
354 $fe9e -$0162 AddPort(port)(A1)
360 $fe98 -$0168 RemPort(port)(A1)
366 $fe92 -$016e PutMsg(port,message)(A0/A1)
372 $fe8c -$0174 GetMsg(port)(A0)
378 $fe86 -$017a ReplyMsg(message)(A1)
384 $fe80 -$0180 WaitPort(port)(A0)
390 $fe7a -$0186 FindPort(name)(A1)
```

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*----- libraries:
396 \$fe74 -\$018c AddLibrary(library)(A1)
402 \$fe6e -\$0192 RemLibrary(library)(A1)
408 \$fe68 -\$0198 OldOpenLibrary(libName)(A1)
414 \$fe62 -\$019e CloseLibrary(library)(A1)
420 \$fe5c -\$01a4 SetFunction(library,funcOffset,funcEntry)(A1,A0,D0)
426 \$fe56 -\$01aa SumLibrary(library)(A1)
*----- devices:
432 \$fe50 -\$01b0 AddDevice(device)(A1)
438 \$fe4a -\$01b6 RemDevice(device)(A1)
444 \$fe44 -\$01bc OpenDevice(devName,unit,ioRequest,flags)(A0,D0/A1,D1)
450 \$fe3e -\$01c2 CloseDevice(ioRequest)(A1)
456 \$fe38 -\$01c8 DoIO(ioRequest)(A1)
462 \$fe32 -\$01ce SendIO(ioRequest)(A1)
468 \$fe2c -\$01d4 CheckIO(ioRequest)(A1)
474 \$fe26 -\$01da WaitIO(ioRequest)(A1)
480 \$fe20 -\$01e0 AbortIO(ioRequest)(A1)
*----- resources:
486 \$fela -\$01e6 AddResource(resource)(A1)
492 \$felo -\$01ec RemResource(resource)(A1)
498 \$fe0e -\$01f2 OpenResource(resName,version)(A1,D0)
*----- new functions:
##private
504 \$fe08 -\$01f8 RawIOInit()
510 \$fe02 -\$01fe RawMayGetChar()
516 \$fdc -\$0204 RawPutChar(char)(d0)
##public
522 \$fdf6 -\$020a RawDoFmt()(A0/A1/A2/A3)
528 \$fdf0 -\$0210 GetCC()
534 \$fdea -\$0216 TypeOfMem(address)(A1);
540 \$fde4 -\$021c Procure(semaport,bidMsg)(A0/A1)
546 \$fdde -\$0222 Vacate(semaport)(A0)
552 \$fdd8 -\$0228 Openlibrary(libName,version)(A1,D0)
1 *----- 1.2 new semaphore support
558 \$fdd2 -\$022e InitSemaphore(sigSem)(A0)
564 \$fdcc -\$0234 ObtainSemaphore(sigSem)(A0)
570 \$fd6 -\$023a ReleaseSemaphore(sigSem)(A0)
576 \$fdc0 -\$0240 AttemptSemaphore(sigSem)(A0)
582 \$fdb8 -\$0246 ObtainSemaphoreList(sigSem)(A0)
588 \$fdb4 -\$024c ReleaseSemaphoreList(sigSem)(A0)
594 \$fdae -\$0252 FindSemaphore(sigSem)(A1)
600 \$fda8 -\$0258 AddSemaphore(sigSem)(A1)
606 \$fda2 -\$025e RemSemaphore(sigSem)(A1)
*----- 1.2 rom "kickstart" support + memory support
612 \$fd9c -\$0264 SumKickData()
618 \$fd96 -\$026a AddMemList(size,attributes,pri,base,name)(D0/D1/D2/A0/A1)
624 \$fd90 -\$0270 CopyMem(source,dest,size)(A0/A1,D0)
630 \$fd8a -\$0276 CopyMemQuick(source,dest,size)(A0/A1,D0)

***** expansion.library *****
##base _ExpansionBase
##bias 30
30 \$ffe2 -\$001e AddConfigDev(configDev)(A0)
##private
36 \$ffdc -\$0024 expansionUnused()
##public
42 \$ffd6 -\$002a AllocBoardMem(slotSpec)(D0)
48 \$ffd0 -\$0030 AllocConfigDev()
54 \$ffca -\$0036 AllocExpansionMem(numSlots,SlotAlign,SlotOffset)(D0/D1/D2)
60 \$ffc4 -\$003c ConfigBoard(board,configDev)(A0/A1)
66 \$ffbe -\$0042 ConfigChain(baseAddr)(A0)
72 \$ff8 -\$0048 FindConfigDev(oldConfigDev,manufacturer,product)(A0,D0/D1)
78 \$ffb2 -\$004e FreeBoardMem(startSlot,slotSpec)(D0/D1)
84 \$ffac -\$0054 FreeConfigDev(configDev)(A0)
90 \$ffa6 -\$005a FreeExpansionMem(startSlot,numSlots)(D0/D1)
96 \$ffa0 -\$0060 ReadExpansionByte(board,offset)(A0,D0)
102 \$ff9a -\$0066 ReadExpansionRom(board,configDev)(A0/A1)
108 \$ff94 -\$006c RemConfigDev(configDev)(A0)

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114 \$ff8e -\$0072 WriteExpansionByte(board,offset,byte)(A0,D0/D1)
120 \$ff88 -\$0078 ObtainConfigBinding()
126 \$ff82 -\$007e ReleaseConfigBinding()
132 \$ff7c -\$0084 SetCurrentBinding(currentBinding,bindingSize)(A0,D0)
138 \$ff76 -\$008a GetCurrentBinding(currentBinding,bindingSize)(A0,D0)
144 \$ff70 -\$0090 MakeDosNode(parmPacket)(A0)
150 \$ff6a -\$0096 AddDosNode(bootPri,flags,dosNode)(D0/D1/A0)

***** graphics.library *****
##base _GfxBase
##bias 30
*----- Text routines
30 \$ffe2 -\$001e BltBitMap(srcBitMap,srcX,srcY,destBitMap,destX,destY,sizeX,
sizeY,minterm,mask,tempA)(A0,D0/D1,A1,D2/D3/D4/D5/D6/D7/A2)
36 \$ffdc -\$0024 BltTemplate(source,srcX,srcMod,destRastPort,destX,destY,
sizeX,sizeY)(A0,D0/D1/A1,D2/D3/D4/D5)
42 \$ffd6 -\$002a ClearEOL(rastPort)(A1)
48 \$ffd0 -\$0030 ClearScreen(rastPort)(A1)
54 \$ffca -\$0036 TextLength(RastPort,string,count)(A1,A0,D0)
60 \$ffc4 -\$003c Text(RastPort,string,count)(A1,A0,D0)
66 \$ffac -\$0042 SetFont(RastPortID,textField)(A1,A0)
72 \$ffb8 -\$0048 OpenFont(textAttr)(A0)
78 \$ffb2 -\$004e CloseFont(textFont)(A1)
84 \$ffac -\$0054 AskSoftStyle(rastPort)(A1)
90 \$ffa6 -\$005a SetSoftStyle(rastPort,style,enable)(A1,D0/D1)
*----- Gels routines
96 \$ffao -\$0060 AddBob(bob,rastPort)(A0,A1)
102 \$ff9a -\$0066 AddVSprite(vSprite,rastPort)(A0/A1)
108 \$ff94 -\$006c DoCollision(rastPort)(A1)
114 \$ff8e -\$0072 DrawGList(rastPort,viewPort)(A1,A0)
120 \$ff88 -\$0078 InitGels(dummyHead,dummyTail,GelsInfo)(A0/A1/A2)
126 \$ff82 -\$007e InitMasks(vSprite)(A0)
132 \$ff7c -\$0084 RemIBob(bob,rastPort,viewPort)(A0/A1/A2)
138 \$ff76 -\$008a RemVSprite(vSprite)(A0)
144 \$ff70 -\$0090 SetCollision(type,routine,gelsInfo)(D0/A0/A1)
150 \$ff6a -\$0096 SortGLList(rastPort)(A1)
156 \$ff64 -\$009c AddAnimOb(obj,animationKey,rastPort)(A0/A1/A2)
162 \$ff5e -\$00a2 Animate(animationKey,rastPort)(A0/A1)
168 \$ff58 -\$00a8 GetGBuffers(animationObj,rastPort,doubleBuffer)(A0/A1,D0)
174 \$ff52 -\$00ae InitGMasks(animationObj)(A0)
180 \$ff4c -\$00b4 DrawEllipse(rastPort,cx,cy,a,b)(A1,D0/D1/D2/D3)
186 \$ff46 -\$00ba AreaEllipse(rastPort,cx,cy,a,b)(A1,D0/D1/D2/D3)
*----- Remaining graphics routines
192 \$ff40 -\$00c0 LoadRGB4(viewPort,colors,count)(A0/A1,D0)
198 \$ff3a -\$00c6 InitRastPort(rastPort)(A1)
204 \$ff34 -\$00cc InitVPort(viewPort)(A0)
210 \$ff2e -\$00d2 MrgCop(view)(A1)
216 \$ff28 -\$00d8 MakeVPort(view,viewPort)(A0/A1)
222 \$ff22 -\$00de LoadView(view)(A1)
228 \$ff1c -\$00e4 WaitBlt()
234 \$ff16 -\$00ea SetRast(rastPort,color)(A1,D0)
240 \$ff10 -\$00f0 Move(rastPort,x,y)(A1,D0/D1)
246 \$ff0a -\$00f6 Draw(rastPort,x,y)(A1,D0/D1)
252 \$ff04 -\$00fc AreaMove(rastPort,x,y)(A1,D0/D1)
258 \$ffe -\$0102 AreaDraw(rastPort,x,y)(A1,D0/D1)
264 \$fef8 -\$0108 AreaEnd(rastPort)(A1)
270 \$feff -\$010e WaitTOF()
276 \$fec -\$0114 QBlit(blit)(A1)
282 \$fee6 -\$011a InitArea(areaInfo,vectorTable,vectorTableSize)(A0/A1,D0)
288 \$fee0 -\$0120 SetRGB4(viewPort,index,r,g,b)(A0,D0/D1/D2/D3)
294 \$fed4 -\$0126 QBSBlit(blit)(A1)
300 \$fed4 -\$012c BltClear(memory,size,flags)(A1,D0/D1)
306 \$fec -\$0132 RectFill(rastPort,xl,yl,xu,yu)(A1,D0/D1/D2/D3)
312 \$fec8 -\$0138 BltPattern(rastPort,ras,xl,yl,maxX,maxY,fillBytes)
(A1,A0,D0/D1/D2/D3/D4)
318 \$fec2 -\$013e ReadPixel(rastPort,x,y)(A1,D0/D1)
324 \$fecb -\$0144 WritePixel(rastPort,x,y)(A1,D0/D1)
330 \$feb6 -\$014a Flood(rastPort,mode,x,y)(A1,D2,D0/D1)

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```
336 $feb0 -$0150 PolyDraw(rastPort,count,polyTable)(A1,D0,A0)
342 $fea0 -$0156 SetAPen(rastPort,pen)(A1,D0)
348 $fea4 -$015c SetBPen(rastPort,pen)(A1,D0)
354 $fe9e -$0162 SetDrMd(rastPort,drawMode)(A1,D0)
360 $fe98 -$0168 InitView(view)(A1)
366 $fe92 -$016e CBump(copperList)(A1)
372 $fe8c -$0174 CMove(copperList,destination,data)(A1,D0/D1)
378 $fe86 -$017a CWait(copperList,x,y)(A1,D0/D1)
384 $fe80 -$0180 VBeamPos()
390 $fe7a -$0186 InitBitMap(bitMap,depth,width,height)(A0,D0/D1/D2)
396 $fe74 -$018c ScrollRaster(rastPort,dx,dy,minx,miny,maxx,maxy)
    (A1,D0/D1/D2/D3/D4/D5)
402 $fe6e -$0192 WaitBOVP(viewport)(a0)
408 $fe68 -$0198 GetSprite(simplesprite,num)(a0,d0)
414 $fe62 -$019e FreeSprite(num)(d0)
420 $fe5c -$01a4 ChangeSprite(vp,simplesprite,data)(a0/al/a2)
426 $fe56 -$01aa MoveSprite(viewport,simplesprite,x,y)(a0/al,d0/d1)
432 $fe50 -$01b0 LockLayerRom(layer)(a5)
438 $fe4a -$01b6 UnlockLayerRom(layer)(a5)
444 $fe44 -$01bc SyncSBitMap(l)(a0)
450 $fe3e -$01c2 CopySBitMap(l)(a0)
456 $fe38 -$01c8 OwnBlitter(){}
462 $fe32 -$01ce DisownBlitter(){}
468 $fe2c -$01d4 InitTmpRas(tmpRas,buff,size)(a0/al,d0)
474 $fe26 -$01da AskFont(rastPort,textAttr)(A1,A0)
480 $fe20 -$01e0 AddFont(textFont)(A1)
486 $fela -$01e6 RemFont(textFont)(A1)
492 $fe14 -$01ec AllocRaster(width,height)(D0/D1)
498 $fe0e -$01f2 FreeRaster(planeptr,width,height)(A0,D0/D1)
504 $fe08 -$01f8 AndRectRegion(rgn,rect)(A0/A1)
510 $fe02 -$01fe OrRectRegion(rgn,rect)(A0/A1)
516 $fdfc -$0204 NewRegion(){}
522 $fdf6 -$020a ClearRectRegion(rgn)(A0/A1)
528 $fdff -$0210 ClearRegion(rgn)(A0)
534 $fdea -$0216 DisposeRegion(rgn)(A0)
540 $fde4 -$021c FreeVPortCopLists(viewport)(a0)
546 $fddc -$0222 FreeCopList(coplist)(a0)
552 $fdd8 -$0228 ClipBit(srcrp,srcX,srcY,desrp,destX,destY,sizeX,sizeY,
    minterm)(A0,D0/D1,A1,D2/D3/D4/D5/D6)
558 $fdd2 -$022e XorRectRegion(rgn,rect)(a0/al)
564 $fdcc -$0234 FreeCprList(cprlist)(a0)
570 $fdc6 -$023a GetColorMap(entries)(d0)
576 $fdc0 -$0240 FreeColorMap(colormap)(a0)
582 $fdb4 -$0246 GetRGB4(colormap,entry)(a0,d0)
588 $fdb4 -$024c ScrollVPort(vp)(a0)
594 $fdae -$0252 UCopperListInit(copperlist,num)(a0,d0)
600 $fd88 -$0258 FreeGBuffers(animationObj,rastPort,doubleBuffer)(A0/A1,D0)
606 $fd2a -$025e BltBitMapRastPort(srccb,srcx,srcy,desrp,destX,destY,sizeX,
    sizeY,minterm)(A0,D0/D1,A1,D2/D3/D4/D5/D6)
612 $fd9c -$0264 OrRegionRegion(src,dst)(a0/al)
618 $fd96 -$026a XorRegionRegion(src,dst)(a0/al)
624 $fd90 -$0270 AndRegionRegion(src,dst)(a0/al)
630 $fd8a -$0276 SetRGB4CM(cm,i,r,g,b)(a0,d0/d1/d2/d3)
636 $fd84 -$027c BltMaskBitMapRastPort(srccb,srcx,srcy,desrp,destX,destY,
    sizeX,sizeY,minterm,bltmask)(A0,D0/D1,A1,D2/D3/D4/D5/D6,A2)
##private
642 $fd7e -$0282 GraphicsReserved1(){}
648 $fd78 -$0288 GraphicsReserved2(){}
##public
654 $fd72 -$028e AttemptLockLayerRom(layer)(a5)
```

```
***** icon.library *****
##base IconBase
##bias 30
30 $ffe2 -$001e GetWBObject(){}
36 $ffdc -$0024 PutWBObject(){}
42 $ffd6 -$002a GetIcon(){}
48 $ffd0 -$0030 PutIcon()
```

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```
#public
54 $ffc4 -$0036 FreeFreeList(freelist)(A0)
##private
60 $ffc4 -$003c FreeWBObject(WBObject)(A0)
66 $ffbe -$0042 AllocWBObject(){}
##public
72 $ffb8 -$0048 AddFreeList(freelist,mem,size)(A0/A1/A2)
*----- normal functions -----
78 $ffb2 -$004e GetDiskObject(name)(A0)
84 $ffac -$0054 PutDiskObject(name,diskobj)(A0,A1)
90 $fffa6 -$005a FreeDiskObject(diskobj)(A0)
96 $ffa0 -$0060 FindToolType(toolTypeArray,typeName)(A0/A1)
102 $ff9a -$0066 MatchToolValue(typeString,value)(A0/A1)
108 $ff94 -$006c BumpRevision(newname,oldname)(A0/A1)

***** intuition.library *****
##base IntuitionBase
##bias 30
30 $fe2 -$001e OpenIntuition(){}
36 $ffdc -$0024 Intuition(ievent)(A0)
42 $ffd6 -$002a AddGadget(AddPtr,Gadget,Position)(A0/A1,D0)
48 $ffd0 -$0030 ClearIMRequest(Window)(A0)
54 $ffca -$0036 ClearMenuStrip(Window)(A0)
60 $ffc4 -$003c ClearPointer(Window)(A0)
66 $ffbe -$0042 CloseScreen(Screen)(A0)
72 $ffb8 -$0048 CloseWindow(Window)(A0)
78 $ffb2 -$004e CloseWorkBench(){}
84 $ffac -$0054 CurrentTime(Seconds,Micros)(A0/A1)
90 $ffa6 -$005a DisplayAlert(AlertNumber,String,Height)(D0/A0,D1)
96 $ffa0 -$0060 DisplayBeep(Screen)(A0)
102 $ff9a -$0066 DoubleClick(ssseconds,smicros,cseconds,cmicros)(D0/D1/D2/D3)
108 $ff94 -$006c DrawBorder(RPort,Border,LeftOffset,TopOffset)(A0/A1,D0/D1)
114 $ff8e -$0072 DrawImage(RPort,Image,LeftOffset,TopOffset)(A0/A1,D0/D1)
120 $ff88 -$0078 EndRequest(requester,window)(A0/A1)
126 $ff82 -$007e GetDefPrefs(preferences,size)(A0,D0)
132 $ff7c -$0084 GetPrefs(preferences,size)(A0,D0)
138 $ff76 -$008a InitRequester(req)(A0)
144 $ff70 -$0090 ItemAddress(MenuStrip,MenuNumber)(A0,D0)
150 $ff6a -$0096 ModifyIDCMP(Window,Flags)(A0,D0)
156 $ff64 -$009c ModifyProp(Gadget,Ptr,Req,Flags,HPos,VPos,HBody,VBody)
    (A0/A1/A2,D0/D1/D2/D3/D4)
162 $ff5e -$00a2 MoveScreen(Screen,dx,dy)(A0,D0/D1)
168 $ff58 -$00a8 MoveWindow(window,dx,dy)(A0,D0/D1)
174 $ff52 -$00ae OffGadget(Gadget,Ptr,Req)(A0/A1/A2)
180 $ff4c -$00b4 OffMenu(Window,MenuNumber)(A0,D0)
186 $ff46 -$00ba OnGadget(Gadget,Ptr,Req)(A0/A1/A2)
192 $ff40 -$00c0 OnMenu(Window,MenuNumber)(A0,D0)
198 $ff3a -$00c6 OpenScreen(OSargs)(A0)
204 $ff34 -$00cc OpenWindow(OWargs)(A0)
210 $ff2e -$00d2 OpenWorkBench(){}
216 $ff28 -$00d8 PrintIText(rp,itext,left,top)(A0/A1,D0/D1)
222 $ff22 -$00de RefreshGadgets(Gadgets,Ptr,Req)(A0/A1/A2)
228 $ff1c -$00e4 RemoveGadget(RemPtr,Gadget)(A0/A1)
* The official calling sequence for ReportMouse is given below. Note the
* register order. For the complete story, read the ReportMouse AutoDoc.
234 $ff16 -$00ea ReportMouse(Boolean,Window)(D0/A0)
240 $ff10 -$00f0 Request(Requester,Window)(A0/A1)
246 $ff0a -$00f6 ScreenToBack(Screen)(A0)
252 $ff04 -$00fc ScreenToFront(Screen)(A0)
258 $fe0e -$0102 SetIMRequest(Window,req)(A0/A1)
264 $fef8 -$0108 SetMenuStrip(Window,Menu)(A0/A1)
270 $fef2 -$010e SetPointer(Window,Pointer,Height,Width,Xoffset,Yoffset)
    (A0/A1,D0/D1/D2/D3)
276 $fec -$0114 SetWindowTitle(window,windowtitle,screenTitle)(A0/A1/A2)
282 $fee6 -$011a ShowTitle(Screen,ShowIt)(A0,D0)
288 $fee0 -$0120 SizeWindow(window,dx,dy)(A0,D0/D1)
294 $fed4 -$012c ViewPortAddress(window)(A0)
```

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```
306 $fec0 -$0132 WindowToBack(window)(A0)
312 $fec8 -$0138 WindowToFront(window)(A0)
318 $fec2 -$013e WindowLimits(window,minwidth,minheight,maxwidth,maxheight)
    (A0,D0/D1/D2/D3)
**** start of next generation of names ****
324 $feb0 -$0144 SetPrefs(preferences,size,flag)(A0,D0/D1)
**** start of next next generation of names ****
330 $feb6 -$014a IntuiTextLength(itext)(A0)
336 $feb0 -$0150 WBenchToBack()
342 $fea0 -$0156 WBenchToFront()
**** start of next next next generation of names ****
348 $fea4 -$015c AutoRequest(Window,Body,PText,NTText,PFlag,NFlag,W,H)
    (A0,A1,A2,A3,D0,D1,D2,D3)
354 $fe9e -$0162 BeginRefresh(Window)(A0)
360 $fe98 -$0168 BuildSysRequest(Window,Body,PosText,NegText,Flags,W,H)
    (A0,A1,A2,A3,D0,D1,D2)
366 $fe92 -$016e EndRefresh(Window,Complete)(A0,D0)
372 $fe8c -$0174 FreeSysRequest(Window)(A0)
378 $fe86 -$017a MakeScreen(Screen)(A0)
384 $fe80 -$0180 RemakeDisplay(){}
390 $fea7 -$0186 RethinkDisplay(){}
**** start of next next next next generation of names ****
396 $fe74 -$018c AllocRemember(RememberKey,Size,Flags)(A0,D0,D1)
402 $fe6e -$0192 AlohaWorkbench(wbport)(A0)
408 $fe68 -$0198 FreeRemember(RememberKey,ReallyForget)(A0,D0)
* PointerColors(Screen,Red,Gren,Blue)(A0,D0,D1,D2)
**** start of 15 Nov 85 names ****
414 $fe62 -$019e LockIBase(dontknow)(D0)
420 $fe5c -$01a4 UnlockIBase(IBlock)(A0)
**** start of post-1.1 names ****
426 $fe56 -$01aa GetScreenData(buffer,size,type,screen)(A0,D0,D1,A1)
432 $fe50 -$01b0 RefreshGList(Gadgets,Ptr,Req,NumGad)(A0/A1/A2,D0)
438 $fe4a -$01b6 AddGList(AddPtr,Gadget,Position,NumGad,Requester)
    (A0/A1,D0/D1/A2)
444 $fe44 -$01bc RemoveGList(RemPtr,Gadget,NumGad)(A0/A1,D0)
450 $fe3e -$01c2 ActivateWindow(Window)(A0)
456 $fe38 -$01c8 RefreshWindowFrame(Window)(A0)
462 $fe32 -$01ce ActivateGadget(Gadgets,Window,Req)(A0/A1/A2)
468 $fe2c -$01d4 NewModifyProp(Gadget,Ptr,Req,Flags,HPos,VPos,HBody,VBody,
    NumGad)(A0/A1/A2,D0/D1/D2/D3/D4/D5)
```

```
***** layers.library *****
##base LayersBase
##bias 30
30 $ffe2 -$001e InitLayers(li)(A0)
36 $ffdc -$0024 CreateUpfrontLayer(li,bm,x0,y0,x1,y1,flags,bm2)
    (A0/A1,D0/D1/D2/D3/D4,A2)
42 $ffd6 -$002a CreateBehindLayer(li,bm,x0,y0,x1,y1,flags,bm2)
    (A0/A1,D0/D1/D2/D3/D4,A2)
48 $ffd0 -$0030 Upfrontlayer(li,layer)(A0/A1)
54 $ffc4 -$0036 BehindLayer(li,layer)(A0/A1)
60 $ffca -$0033 MoveLayer(li,layer,dx,dy)(A0/A1,D0/D1)
66 $ffbe -$0042 SizeLayer(li,layer,dx,dy)(A0/A1,D0/D1)
72 $ffb8 -$0048 ScrollLayer(li,layer,dx,dy)(A0/A1,D0/D1)
78 $ffb2 -$004e BeginUpdate(layer)(A0)
84 $ffac -$0054 EndUpdate(layer,flag)(A0,d0)
90 $ffa6 -$005a DeleteLayer(li,layer)(A0/A1)
96 $ffa0 -$0060 LockLayer(li,layer)(A0/A1)
102 $ff9a -$0066 UnlockLayer(layer)(A0)
108 $ff94 -$006c LockLayers(li)(A0)
114 $ff8e -$0072 UnlockLayers(li)(A0)
120 $ff88 -$0078 LockLayerInfo(li)(A0)
126 $ff82 -$007e SwapBitsRastPortClipRect(rp,cr)(A0/A1)
132 $ff7c -$0084 WhichLayer(li,x,y)(a0,d0/d1)
138 $ff76 -$008a UnlockLayerInfo(li)(A0)
144 $ff70 -$0090 NewLayerInfo(){}
150 $ff6a -$0096 DisposeLayerInfo(li)(a0)
156 $ff64 -$009c FattenLayerInfo(li)(a0)
```

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```
162 $ff5e -$00a2 ThinLayerInfo(li)(a0)
168 $ff58 -$00a8 MoveLayerInFrontOf(layer_to_move,layer_to_be_infront_of)
    (a0/al)
174 $fff52 -$00ae InstallClipRegion(layer,region)(a0/al)
```

```
***** mathffp.library *****
##base _MathBase
##bias 30
30 $ffe2 -$001e SPFix(float)(D0)
36 $ffdc -$0024 SPFlt(integer)(D0)
42 $ffd6 -$002a SPCmp(leftFloat,rightFloat)(D1,D0)
48 $ffd0 -$0030 SPTst(float)(D1)
54 $ffc4 -$0036 SPAbs(float)(D0)
60 $ffc4 -$003c SPNeg(float)(D0)
66 $ffbe -$0042 SPAdd(leftFloat,rightFloat)(D1,D0)
72 $ffb8 -$0048 SPSub(leftFloat,rightFloat)(D1,D0)
78 $ffb2 -$004e SPMul(leftFloat,rightFloat)(D1,D0)
84 $ffac -$0054 SPDIV(leftFloat,rightFloat)(D1,D0)
* New functions added for release 1.2
90 $ffa6 -$005a SPFloor(float)(D0)
96 $ffa0 -$0060 SPCeil(float)(D0)
```

```
***** mathieeedoubbas.library *****
##base _MathIeeeDoubBasBase
##bias 30
30 $ffe2 -$001e IEEEDPFIx(double)(D0/D1)
36 $ffdc -$0024 IEEEDPFlt(integer)(D0)
42 $ffd6 -$002a IEEEDPCmp(double,double)(D0/D1/D2/D3)
48 $ffd0 -$0030 IEEEDPTst(double)(D0/D1)
54 $ffc4 -$0036 IEEEDPAbs(double)(D0/D1)
60 $ffc4 -$003c IEEEDPNeg(double)(D0/D1)
66 $ffbe -$0042 IEEEDPAdd(double,double)(D0/D1/D2/D3)
72 $ffb8 -$0048 IEEEDPSub(double,double)(D0/D1/D2/D3)
78 $ffb2 -$004e IEEEDPMul(double,double)(D0/D1/D2/D3)
84 $ffac -$0054 IEEEDPDIV(double,double)(D0/D1/D2/D3)
* New functions added for release 1.2
90 $ffa6 -$005a IEEEDPFloor(double)(D0/D1)
96 $ffa0 -$0060 IEEEDPCeil(double)(D0/D1)
```

```
***** mathieeedoubtrans.library *****
##base _MathIeeeDoubTransBase
##bias 30
30 $ffe2 -$001e IEEEDPATan(double)(D0/D1)
36 $ffdc -$0024 IEEEDPSin(double)(D0/D1)
42 $ffd6 -$002a IEEEDPCos(double)(D0/D1)
48 $ffd0 -$0030 IEEEDPTan(double)(D0/D1)
54 $ffc4 -$0036 IEEEDPSincos(double,pf2)(A0,D0/D1)
60 $ffc4 -$003c IEEEDPSinh(double)(D0/D1)
66 $ffbe -$0042 IEEEDPCosh(double)(D0/D1)
72 $ffb8 -$0048 IEEEDPTanh(double)(D0/D1)
78 $ffb2 -$004e IEEEDPExp(double)(D0/D1)
84 $ffac -$0054 IEEEDPLog(double)(D0/D1)
90 $ffa6 -$005a IEEEDPPow(exp,arg)(D2/D3,D0/D1)
96 $ffa0 -$0060 IEEEDPSqrt(double)(D0/D1)
102 $ff9a -$0066 IEEEDPTieee(double)(D0/D1)
108 $ff94 -$006c IEEEDPfieee(single)(D0)
114 $ff8e -$0072 IEEEDPAsin(double)(D0/D1)
120 $ff88 -$0078 IEEEDPAcos(double)(D0/D1)
126 $ff82 -$007e IEEEDPLLog10(double)(D0/D1)
```

```
***** mathtrans.library *****
##base _MathTransBase
##bias 30
30 $ffe2 -$001e SPAtan(float)(D0)
36 $ffdc -$0024 SPSin(float)(D0)
```

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```
42 $ffd6 -$002a SPCos(float)(D0)
48 $ffd0 -$0030 SPTan(float)(D0)
54 $ffca -$0036 SPSincos(leftFloat,rightFloat)(Dl,D0)
60 $ffc4 -$003c SPSinh(float)(D0)
66 $ffbe -$0042 SPCosh(float)(D0)
72 $ffb8 -$0048 SPTanh(float)(D0)
78 $ffb2 -$004e SPEExp(float)(D0)
84 $ffac -$0054 SPLog(float)(D0)
90 $ffa6 -$005a SPPow(leftFloat,rightFloat)(Dl,D0)
96 $ffa0 -$0060 SPSqrt(float)(D0)
102 $ff9a -$0066 SPTieee(float)(D0)
108 $ff94 -$006c SPFieee(integer)(D0)
* New functions added for Release 1.1
114 $ff8e -$0072 SPAsin(float)(D0)
120 $ff88 -$0078 SPAcos(float)(D0)
126 $ff82 -$007e SPLog10(float)(D0)
```

***** potgo.resource *****

```
##base _PotgoBase
##bias 6
6 $ffa -$0006 AllocPotBits(bits)(D0)
12 $fff4 -$000c FreePotBits(bits)(D0)
18 $fee WritePotgo(word,mask)(D0,Dl)
```

***** timer.device *****

```
##base _TimerBase
##bias 42
42 $ffd6 -$002a AddTime(dest,src)(A0/A1)
48 $ffd0 -$0030 SubTime(dest,src)(A0/A1)
54 $ffca -$0036 CmpTime(dest,src)(A0/A1)
```

***** translator.library *****

```
##base _TranslatorBase
##bias 30
30 $ffe2 -$001e Translate(inputString,inputLength,outputBuffer,bufferSize)
(A0,D0/A1,Dl)
```

ac_ graphics/gels.i
 af_ libraries/diskfont.i
 ahf_ libraries/diskfont.i
 ai_ graphics/rastport.i
 ao_ graphics/gels.i
 BB_ devices/bootblock.i
 bd_ intuition/intuition.i
 bi_ intuition/intuition.i
 bm_ graphics/gfx.i
 bn_ hardware/blit.i
 bob_ graphics/gels.i
 cb_ libraries/configvars.i
 cd_ libraries/configvars.i
 ci_ graphics/copper.i
 cli_ libraries/dosextens.i
 cl_ graphics/copper.i
 cm_ graphics/view.i
 copinit_ graphics/copper.i
 cp_ graphics/view.i
 crl_ graphics/copper.i
 cr_ graphics/clip.i
 cu_ devices/clipboard.i
 cu_ devices/conunit.i
 da_ libraries/configregs.i
 dbp_ graphics/gels.i
 dd_ devices/prtbase.i
 DD_ exec/devices.i
 dd_ workbench/workbench.i
 dfh_ libraries/diskfont.i
 di_ libraries/dosextens.i
 dl_ libraries/dosextens.i
 dn_ libraries/filehandler.i
 dc_ workbench/workbench.i
 dp_ libraries/dosextens.i
 DRU_ resources/disk.i
 DR_ resources/disk.i
 ds_ libraries/dos.i
 ec_ libraries/configregs.i
 er_ libraries/configregs.i
 fch_ libraries/diskfont.i
 fc_ libraries/diskfont.i
 fh_ libraries/dosextens.i
 fib_ libraries/dos.i
 fl_ libraries/dosextens.i
 fl_ workbench/workbench.i
 fssm_ libraries/filehandler.i
 gb_ graphics/gfxbase.i
 gg_ intuition/intuition.i
 gr_ graphics/rastport.i
 gpt_ devices/gameport.i
 ib_ intuition/intuitionbase.i
 id_ libraries/dos.i
 ie_ devices/inputevent.i
 iq_ intuition/intuition.i
 im_ intuition/intuition.i
 ioa_ devices/audio.i
 iocpr_ devices/printer.i
 iocr_ devices/clipboard.i
 icdrpr_ devices/printer.i
 IOEXPPar_ devices/parallel.i
 IOEXTSER_ devices/serial.i
 IOSTD_ exec/io.i
 IOTD_ devices/trackdisk.i
 IOTV_ devices/timer.i
 IO_ devices/parallel.i
 IC_ exec/io.i
 io_ devices/clipboard.i
 io_ devices/printer.i

IS_ exec/interrupts.i
 it_ intuition/intuition.i
 IV_ exec/interrupts.i
 km_ devices/keymap.i
 kn_ devices/keymap.i
 kr_ devices/keymap.i
 LH_ exec/lists.i
 LIB_ exec/libraries.i
 lie_ graphics/layers.i
 li_ graphics/layers.i
 LN_ exec/nodes.i
 lpd_ devices/prtbase.i
 lr_ graphics/clip.i
 MC_ exec/memory.i
 ME_ exec/memory.i
 MH_ exec/memory.i
 mi_ intuition/intuition.i
 MLH_ exec/lists.i
 MLN_ exec/nodes.i
 ML_ exec/memory.i
 MN_ exec/ports.i
 MP_ exec/ports.i
 MRB_ devices/narrator.i
 mr_ resources/misc.i
 mu_ intuition/intuition.i
 NDI_ devices/narrator.i
 ns_ intuition/intuition.i
 nw_ intuition/intuition.i
 ped_ devices/prtbase.i
 pf_ intuition/intuition.i
 pi_ intuition/intuition.i
 pr_ libraries/dosextens.i
 ps_ devices/prtbase.i
 PTERMARRAY_ devices/parallel.i
 ra_ graphics/gfx.i
 rq_ graphics/regions.i
 ri_ graphics/view.i
 rm_ intuition/intuition.i
 rn_ libraries/dosextens.i
 rp_ graphics/rastport.i
 rq_ intuition/intuition.i
 rr_ graphics/regions.i
 RT_ exec/resident.i
 sc_ intuition/intuition.i
 SH_ exec/interrupts.i
 si_ intuition/intuition.i
 sm_ devices/clipboard.i
 SM_ exec/semmaphores.i
 sm_ workbench/startup.i
 sp_ libraries/dosextens.i
 SSR_ exec/semmaphores.i
 SS_ exec/semmaphores.i
 ss_ graphics/sprite.i
 ta_ graphics/text.i
 TC_ exec/tasks.i
 TDU_ devices/trackdisk.i
 TERMARRAY_ devices/serial.i
 tf_ graphics/text.i
 tr_ graphics/rastport.i
 TV_ devices/timer.i
 ucl_ graphics/copper.i
 UNIT_ exec/devices.i
 vp_ graphics/view.i
 vs_ graphics/gels.i
 v_ graphics/view.i
 wa_ workbench/startup.i
 wd_ intuition/intuition.i

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_cliprects pointer to struct ClipRect in struct Layer
+0x0040 graphics/clip.h: *42
_CopList pointer to struct CopList in struct CopList
+0x0004 graphics/copper.h: *58
_p1 pointer to struct ClipRect in struct ClipRect
+0x0018 graphics/clip.h: *61
_p2 pointer to struct ClipRect in struct ClipRect
+0x001c graphics/clip.h: *61
_viewPort pointer to struct ViewPort in struct CopList
+0x0008 graphics/copper.h: *59
ABC #define 0x80 =0x00000080 hardware/blit.h: *22
aBMS #define 63 =0x0000003f devices/printer.h: *119
ABNC #define 0x40 =0x00000040 hardware/blit.h: *23
abs extern function returning float libraries/mathffp.h: *62
ABSOLUTE_DIMENSIONS #define 0x0020 =0x00000020 intuition/preferences.h: *243
aCAM #define 66 =0x00000042 devices/printer.h: *122
ACCESS_READ #define -2 =0xfffffff fe libraries/dos.h: *45
ACCESS_WRITE #define -1 =0xffffffff libraries/dos.h: *47
acos #define SPACos =0x00000000 libraries/mathffp.h: *40
acos #define IEEEFPACos =0x00000000 libraries/mathieeedp.h: *41
ACTION_COPY_DIR #define 19 =0x00000013 libraries/dosextens.h: *130
ACTION_CREATE_DIR #define 22 =0x00000016 libraries/dosextens.h: *133
ACTION_CURRENT_VOLUME #define 7 =0x00000007 libraries/dosextens.h: *121
ACTION_DELETE_OBJECT #define 16 =0x00000010 libraries/dosextens.h: *127
ACTION_DIE #define 5 =0x00000005 libraries/dosextens.h: *119
ACTION_DISK_CHANGE #define 33 =0x00000021 libraries/dosextens.h: *144
ACTION_DISK_INFO #define 25 =0x00000019 libraries/dosextens.h: *136
ACTION_DISK_TYPE #define 32 =0x00000020 libraries/dosextens.h: *143
ACTION_END #define 1007 =0x0000003ef libraries/dosextens.h: *155
ACTION_EVENT #define 6 =0x00000006 libraries/dosextens.h: *120
ACTION_EXAMINE_NEXT #define 24 =0x00000018 libraries/dosextens.h: *135
ACTION_EXAMINE_OBJECT #define 23 =0x00000017 libraries/dosextens.h: *134
ACTION_FINDINPUT #define 1005 =0x000003ed libraries/dosextens.h: *153
ACTION_FINDOUTPUT #define 1006 =0x0000003ee libraries/dosextens.h: *154
ACTION_FNDUPDATE #define 1004 =0x0000003ec libraries/dosextens.h: *152
ACTION_FLUSH #define 27 =0x0000001b libraries/dosextens.h: *138
ACTION_FREE_LOCK #define 15 =0x0000000f libraries/dosextens.h: *126
ACTION_GET_BLOCK #define 2 =0x00000002 libraries/dosextens.h: *117
ACTION_INFO #define 26 =0x0000001a libraries/dosextens.h: *137
ACTION_INHIBIT #define 31 =0x0000001f libraries/dosextens.h: *142
ACTION_LOCATE_OBJECT #define 8 =0x00000008 libraries/dosextens.h: *122
ACTION_MORE_CACHE #define 18 =0x00000012 libraries/dosextens.h: *129
ACTION_NIL #define 0 =0x00000000 libraries/dosextens.h: *116
ACTION_PARENT #define 29 =0x0000001d libraries/dosextens.h: *140
ACTION_READ #define 'R' =0x00000052 libraries/dosextens.h: *125
ACTION_READ_RETURN #define 1001 =0x000003e9 libraries/dosextens.h: *149
ACTION_RENAME_DISK #define 9 =0x00000009 libraries/dosextens.h: *123
ACTION_RENAME_OBJECT #define 17 =0x00000011 libraries/dosextens.h: *128
ACTION_SCREEN_MODE #define 994 =0x000003e2 libraries/dosextens.h: *147
ACTION_SEEK #define 1008 =0x000003f0 libraries/dosextens.h: *151
ACTION_SET_COMMENT #define 28 =0x0000001c libraries/dosextens.h: *139
ACTION_SET_DATE #define 34 =0x00000022 libraries/dosextens.h: *145
ACTION_SET_MAP #define 4 =0x00000004 libraries/dosextens.h: *118
ACTION_SET_PROTECT #define 21 =0x00000015 libraries/dosextens.h: *132
ACTION_TIMER #define 30 =0x00000001 libraries/dosextens.h: *141
ACTION_TRUNCATE #define 1022 =0x000003fe libraries/dosextens.h: *156
ACTION_WAIT_CHAR #define 20 =0x00000014 libraries/dosextens.h: *131
ACTION_WRITE #define 'W' =0x00000057 libraries/dosextens.h: *124
ACTION_WRITE_PROTECT #define 1023 =0x000003ff libraries/dosextens.h: *157
ACTION_WRITE_RETURN #define 1002 =0x000003ea libraries/dosextens.h: *150
ACTIVATE #define 0x1000 =0x00000100 intuition/intuition.h: *822
Activation unsigned short int in struct Gadget
+0x000e intuition/intuition.h: *202
ActiveScreen pointer to struct Screen in struct IntuitionBase
+0x0038 intuition/intuitionbase.h: *153
ACTIVEWINDOW #define 0x00040000 =0x00040000 intuition/intuition.h: *656
ActiveWindow pointer to struct Window in struct IntuitionBase
+0x0034 intuition/intuitionbase.h: *152
ActiView pointer to struct View in struct GfxBase

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ac_dat +0x0022 graphics/gfxbase.h: *26
hardware/custom.h: *90
ac_len +0x0004 hardware/custom.h: *87
array [2] of unsigned short int in struct AudChannel
hardware/custom.h: *91
ac_per +0x0006 hardware/custom.h: *88
hardware/custom.h: *86
ac_ptr +0x0000 pointer to unsigned short int in struct AudChannel
hardware/custom.h: *89
hardware/custom.h: *89
ac_vol +0x0008 hardware/custom.h: *89
#define 127 =0x0000007f devices/audio.h: *22
#define -128 =0xfffffff80 devices/audio.h: *21
#define 5 =0x00000005 devices/audio.h: *30
#define (1<<5) =0x00000020 devices/audio.h: *31
#define (ADCMDF_NOUNIT+0) =0x00000020 devices/audio.h: *32
#define (CMD_NONSTD+2) =0x00000008 devices/audio.h: *26
#define (CMD_NONSTD+0) =0x00000009 devices/audio.h: *24
#define (CMD_NONSTD+4) =0x0000000d devices/audio.h: *28
#define (CMD_NONSTD+3) =0x0000000c devices/audio.h: *27
#define (CMD_NONSTD+1) =0x0000000a devices/audio.h: *25
#define (CMD_NONSTD+5) =0x0000000e devices/audio.h: *29
extern function returning void workbench/icon.h: *31
aDEN1 #define 26 =0x0000001a devices/printer.h: *61
aDEN2 #define 25 =0x00000019 devices/printer.h: *60
aDEN3 #define 24 =0x00000018 devices/printer.h: *59
aDEN4 #define 23 =0x00000017 devices/printer.h: *58
aDEN5 #define 22 =0x00000016 devices/printer.h: *57
aDEN6 #define 21 =0x00000015 devices/printer.h: *56
ADHARD_CHANNELS #define 4 =0x00000004 devices/audio.h: *19
ADIOB_NOWAIT #define 6 =0x00000006 devices/audio.h: *38
ADIOB_PERVOL #define 4 =0x00000004 devices/audio.h: *34
ADIOB_SYNCCYCLE #define 5 =0x00000005 devices/audio.h: *36
ADIOB_WITEMESSAGE #define 7 =0x00000007 devices/audio.h: *40
ADIOERR_ALLOCFAILED #define -11 =0xfffffff5 devices/audio.h: *44
ADIOERR_CHANNELSTOLEN #define -12 =0xfffffff4 devices/audio.h: *45
ADIOERR_NOALLOCATION #define -10 =0xfffffff6 devices/audio.h: *43
ADIOF_NOWAIT #define (1<<6) =0x00000040 devices/audio.h: *39
ADIOF_PERVOL #define (1<<4) =0x00000010 devices/audio.h: *35
ADIOF_SYNCCYCLE #define (1<<5) =0x00000020 devices/audio.h: *37
ADIOF_WITEMESSAGE #define (1<<7) =0x00000080 devices/audio.h: *41
ADKB_FAST #define 8 =0x00000008 hardware/adkbits.h: *20
ADKB_MMPPREC #define 12 =0x0000000c hardware/adkbits.h: *16
ADKB_MSBSYNC #define 9 =0x00000009 hardware/adkbits.h: *19
ADKB_PRECOMP0 #define 13 =0x0000000d hardware/adkbits.h: *15
ADKB_PRECOMP1 #define 14 =0x0000000e hardware/adkbits.h: *14
ADKB_SETCLR #define 15 =0x0000000f hardware/adkbits.h: *13
ADKB_UARTBRK #define 11 =0x0000000b hardware/adkbits.h: *17
ADKB_USE0P1 #define 4 =0x00000004 hardware/adkbits.h: *24
ADKB_USE0V1 #define 0 =0x00000000 hardware/adkbits.h: *28
ADKB_USE1P2 #define 5 =0x00000005 hardware/adkbits.h: *23
ADKB_USE1V2 #define 1 =0x00000001 hardware/adkbits.h: *27
ADKB_USE2P3 #define 6 =0x00000006 hardware/adkbits.h: *22
ADKB_USE2V3 #define 2 =0x00000002 hardware/adkbits.h: *26
ADKB_USE3PN #define 7 =0x00000007 hardware/adkbits.h: *21
ADKB_USE3VN #define 3 =0x00000003 hardware/adkbits.h: *25
ADKB_WORDSYNC #define 10 =0x0000000a hardware/adkbits.h: *18
adkcon +0x009e unsigned short int in struct Custom
hardware/custom.h: *84
adkconr +0x0010 unsigned short int in struct Custom
hardware/custom.h: *28
ADKF_FAST #define (1<<8) =0x00000100 hardware/adkbits.h: *37
ADKF_MMPPREC #define (1<<12) =0x00000100 hardware/adkbits.h: *33
ADKF_MSBSYNC #define (1<<9) =0x00000200 hardware/adkbits.h: *36
ADKF_PRE00ONS #define 0 =0x00000000 hardware/adkbits.h: *47
ADKF_PRE14ONS #define (ADKF_PRECOMPO) =0x00002000 hardware/adkbits.h: *48
ADKF_PRE28ONS #define (ADKF_PRECOMPL) =0x00004000 hardware/adkbits.h: *49

```

ADKF_PRE560NS #define (ADKF_PRECOMPO|ADKF_PRECOMPL) =0x00006000
hardware/adkbits.h: *50
ADKF_PRECOMPO #define (1<<13) =0x00002000 hardware/adkbits.h: *32
ADKF_PRECOMPL #define (1<<14) =0x00004000 hardware/adkbits.h: *31
ADKF_SETCLR #define (1<<15) =0x00008000 hardware/adkbits.h: *30
ADKF_UARTBRK #define (1<<11) =0x00000800 hardware/adkbits.h: *34
ADKF_USE0P1 #define (1<<4) =0x00000010 hardware/adkbits.h: *41
ADKF_USE0V1 #define (1<<0) =0x00000001 hardware/adkbits.h: *45
ADKF_USE1P2 #define (1<<5) =0x00000020 hardware/adkbits.h: *40
ADKF_USE1V2 #define (1<<1) =0x00000002 hardware/adkbits.h: *44
ADKF_USE2P3 #define (1<<6) =0x00000040 hardware/adkbits.h: *39
ADKF_USE2V3 #define (1<<2) =0x00000004 hardware/adkbits.h: *43
ADKF_USE3PN #define (1<<7) =0x00000080 hardware/adkbits.h: *38
ADKF_USE3VN #define (1<<3) =0x00000008 hardware/adkbits.h: *42
ADKF_WORDSYNC #define (1<<10) =0x00000400 hardware/adkbits.h: *35
ADNB_STARTPROC #define 0 =0x00000000 libraries/expansion.h: *16
ADNF_STARTPROC #define (1<<0) =0x00000001 libraries/expansion.h: *18
#define 75 =0x0000004b devices/printer.h: *132
#define 0 =0x00000000 exec/execbase.h: *127
#define 1 =0x00000001 exec/execbase.h: *128
#define 4 =0x00000004 exec/execbase.h: *129
#define 1 =0x00000001 libraries/diskfont.h: *62
#define 0 =0x00000000 libraries/diskfont.h: *60
#define 8 =0x00000008 exec/execbase.h: *141
#define 9 =0x00000009 exec/execbase.h: *142
#define (1<<0) =0x00000001 exec/execbase.h: *131
#define (1<<1) =0x00000002 exec/execbase.h: *132
#define (1<<4) =0x00000010 exec/execbase.h: *133
#define 2 =0x00000002 libraries/diskfont.h: *63
#define 1 =0x00000001 libraries/diskfont.h: *61
afh_NumEntries unsigned short int in struct AvailFontsHeader
+0x0000 libraries/diskfont.h: *71
afNTO #define 34 =0x00000022 devices/printer.h: *71
afNT1 #define 35 =0x00000023 devices/printer.h: *72
afNT10 #define 44 =0x0000002c devices/printer.h: *81
afNT2 #define 36 =0x00000024 devices/printer.h: *73
afNT3 #define 37 =0x00000025 devices/printer.h: *74
afNT4 #define 38 =0x00000026 devices/printer.h: *75
afNT5 #define 39 =0x00000027 devices/printer.h: *76
afNT6 #define 40 =0x00000028 devices/printer.h: *77
afNT7 #define 41 =0x00000029 devices/printer.h: *78
afNT8 #define 42 =0x0000002a devices/printer.h: *79
afNT9 #define 43 =0x0000002b devices/printer.h: *80
afp extern function returning float libraries/mathffp.h: *76
After pointer to struct Bob in struct Bob
+0x000e graphics/gels.h: *153
af_Attr struct TextAttr (size 0x0008) in struct AvailFonts
+0x0002 libraries/diskfont.h: *67
af_Type unsigned short int in struct AvailFonts
+0x0000 libraries/diskfont.h: *66
AGNUS #define =0x00000000 graphics/gfx.h: *16
AG_IOError #define 0x00060000 =0x00060000 exec/alerts.h: *46
AG_MakeLib #define 0x00020000 =0x00020000 exec/alerts.h: *42
AG_NoMemory #define 0x00010000 =0x00010000 exec/alerts.h: *41
AG_NoSignal #define 0x00070000 =0x00070000 exec/alerts.h: *47
AG_OpenDev #define 0x00040000 =0x00040000 exec/alerts.h: *44
AG_OpenLib #define 0x00030000 =0x00030000 exec/alerts.h: *43
AG_OpenRes #define 0x00050000 =0x00050000 exec/alerts.h: *45
aHTS #define 67 =0x00000043 devices/printer.h: *124
aIND #define 2 =0x00000002 devices/printer.h: *34
aJFY0 #define 52 =0x00000034 devices/printer.h: *106
aJFY1 #define 54 =0x00000036 devices/printer.h: *108
aJFY3 #define 53 =0x00000035 devices/printer.h: *107
aJFY5 #define 49 =0x00000031 devices/printer.h: *103
aJFY6 #define 51 =0x00000033 devices/printer.h: *105
aJFY7 #define 50 =0x00000032 devices/printer.h: *104
AlertData pointer to pointer to char in struct ExecBase
+0x004a exec/execbase.h: *44
ALERTLAYERSNOMEM #define 0x83010000 =0x83010000 graphics/layers.h: *50

```

```

ALERT_TYPE #define 0x80000000 =0x80000000 intuition/intuition.h: *986
AlgoStyle +0x0038 char in struct RastPort
AllocConfigDev extern function returning pointer to struct ConfigDev (size 0x44)
libraries/configvars.h: *56
libraries/expansion.h: *23
AllocExpansionMem extern function returning "CPT" libraries/expansion.h: *24
AllocTable array [256] of char in struct ExpansionBase
libraries/expansionbase.h: *53
AllocWObject extern function returning pointer to struct WObject (size 0x000)
workbench/icon.h: *28
aLMS #define 60 =0x0000003c devices/printer.h: *116
ALPHA_P_101 #define 0x01 =0x00000001 intuition/preferences.h: *187
ALTKEYMAP #define 0x1000 =0x0001000 intuition/intuition.h: *323
AltKeyMap +0x0020 pointer to struct KeyMap in struct StringInfo
intuition/intuition.h: *479
ALTLEFT #define (IEQUALIFIER_LALT) =0x00000010
intuition/intuition.h: *1010
ALTRIGHT #define (IEQUALIFIER_RALT) =0x00000020
intuition/intuition.h: *1011
AMIGAKEYS #define (AMIGALEFT | AMIGARIGHT) =0x000000c0
intuition/intuition.h: *1014
AMIGALEFT #define (IEQUALIFIER_LCOMMAND) =0x00000040
intuition/intuition.h: *1012
AMIGARIGHT #define (IEQUALIFIER_RCOMMAND) =0x00000080
intuition/intuition.h: *1013
ANBC #define 0x20 =0x00000020 hardware/blit.h: *24
ANBNC #define 0x10 =0x00000010 hardware/blit.h: *25
aNEL #define 3 =0x00000003 devices/printer.h: *35
ANFRACSIZE #define 6 =0x00000006 graphics/gels.h: *40
AnimBob pointer to struct Bob in struct AnimComp
graphics/gels.h: *196
+0x0022 structure tag
graphics/gels.h: 157, *164, 182, 183, 186, 187, 221
pointer to function returning short int in struct AnimComp
graphics/gels.h: *189
ANIMHALF #define 0x0020 =0x00000020 graphics/gels.h: *41
AnimOb size 0x002a structure tag
graphics/gels.h: 194, *199, 202
AnimORoutine +0x0026 pointer to function returning short int in struct AnimOb
graphics/gels.h: *218
AnOldX short int in struct AnimOb
graphics/gels.h: *207
AnOldY +0x000e short int in struct AnimOb
graphics/gels.h: *207
ANTI_ALIAS +0x000c short int in struct AnimOb
graphics/gels.h: *207
AnX #define 0x0800 =0x00000800 intuition/preferences.h: *253
short int in struct AnimOb
graphics/gels.h: *210
AnY +0x0012 short int in struct AnimOb
graphics/gels.h: *210
+0x0010 short int in struct AnimOb
graphics/gels.h: *210
AN_AddSWGadget #define 0x8401000A =0x8401000a exec/alerts.h: *119
AN_AsyncPkt #define 0x07000004 =0x07000004 exec/alerts.h: *138
AN_AudioDev #define 0x10000000 =0x10000000 exec/alerts.h: *160
AN_BadChkSum #define 0x07000009 =0x07000009 exec/alerts.h: *143
AN_BadExpansionFree #define 0xA0000001 =0x0a000001 exec/alerts.h: *157
AN_BadGadget #define 0x04000001 =0x04000001 exec/alerts.h: *110
AN_BadMessage #define 0x8400000D =0x8400000d exec/alerts.h: *122
AN_BadOverlay #define 0x0700000C =0x0700000c exec/alerts.h: *146
AN_BadSegList #define 0x08000001 =0x08000001 exec/alerts.h: *150
AN_BadState #define 0x8400000C =0x8400000c exec/alerts.h: *121
AN_BaseChkSum #define 0x81000002 =0x81000002 exec/alerts.h: *82
AN_BitMap #define 0x07000007 =0x07000007 exec/alerts.h: *141
AN_BlitBitMap #define 0x8201000A =0x8201000a exec/alerts.h: *98
AN_BogusExcpt #define 0x8100000A =0x8100000a exec/alerts.h: *90
AN_BootError #define 0x30000001 =0x30000001 exec/alerts.h: *194
AN_BootStrap #define 0x30000000 =0x30000000 exec/alerts.h: *193
AN_CIARsrc #define 0x20000000 =0x20000000 exec/alerts.h: *182
AN_CListLib #define 0x06000000 =0x06000000 exec/alerts.h: *131
AN_ConsoleDev #define 0x11000000 =0x11000000 exec/alerts.h: *163

```

```

AN_CreatePort      #define 0x84010002 =0x84010002 exec/alerts.h: *111
AN_DiskBlkSeq     #define 0x07000006 =0x07000006 exec/alerts.h: *140
AN_DiskCopy        #define 0x32000000 =0x32000000 exec/alerts.h: *200
AN_DiskError       #define 0x0700000A =0x0700000A exec/alerts.h: *144
AN_DiskRsrc        #define 0x21000000 =0x21000000 exec/alerts.h: *185
AN_DOSLib          #define 0x07000000 =0x07000000 exec/alerts.h: *134
AN_DRHasDisk       #define 0x21000001 =0x21000001 exec/alerts.h: *186
AN_DRIntNoAct      #define 0x21000002 =0x21000002 exec/alerts.h: *187
AN_EndTask         #define 0x07000002 =0x07000002 exec/alerts.h: *136
AN_ExcptVect       #define 0x81000001 =0x81000001 exec/alerts.h: *81
AN_ExecLib          #define 0x01000000 =0x01000000 exec/alerts.h: *80
AN_ExpansionLib     #define 0x0A000000 =0x0a000000 exec/alerts.h: *156
AN_FreeTwice        #define 0x81000009 =0x81000009 exec/alerts.h: *89
AN_FreeVec          #define 0x07000005 =0x07000005 exec/alerts.h: *139
AN_GadgetType       #define 0x84000001 =0x84000001 exec/alerts.h: *109
AN_GamePortDev     #define 0x12000000 =0x12000000 exec/alerts.h: *166
AN_GfxNoLCM         #define 0x82011234 =0x82011234 exec/alerts.h: *101
AN_GfxNoMem         #define 0x82010000 =0x82010000 exec/alerts.h: *94
AN_GraphicsLib      #define 0x02000000 =0x02000000 exec/alerts.h: *93
AN_IconLib          #define 0x09000000 =0x09000000 exec/alerts.h: *153
AN_InitAPtr         #define 0x81000007 =0x81000007 exec/alerts.h: *87
AN_IntrMem          #define 0x81000006 =0x81000006 exec/alerts.h: *86
AN_Intuition         #define 0x04000000 =0x04000000 exec/alerts.h: *108
AN_ItemAlloc         #define 0x04010003 =0x04010003 exec/alerts.h: *112
AN_ItemBoxTop        #define 0x84000006 =0x84000006 exec/alerts.h: *115
AN_KeyboardDev      #define 0x13000000 =0x13000000 exec/alerts.h: *169
AN_KeyFree          #define 0x07000008 =0x07000008 exec/alerts.h: *142
AN_KeyRange         #define 0x0700000B =0x0700000B exec/alerts.h: *145
AN_LayersLib         #define 0x03000000 =0x03000000 exec/alerts.h: *104
AN_LayersNoMem       #define 0x83010000 =0x83010000 exec/alerts.h: *105
AN_LibChkSum         #define 0x81000003 =0x81000003 exec/alerts.h: *83
AN_LibMem            #define 0x81000004 =0x81000004 exec/alerts.h: *84
AN_LongFrame         #define 0x82010006 =0x82010006 exec/alerts.h: *95
AN_MakeVPort         #define 0x82010030 =0x82010030 exec/alerts.h: *100
AN_MathLib           #define 0x05000000 =0x05000000 exec/alerts.h: *128
AN_MemCorrupt        #define 0x81000005 =0x81000005 exec/alerts.h: *85
AN_MiscRsrc          #define 0x22000000 =0x22000000 exec/alerts.h: *190
AN_NoConsole         #define 0x8400000F =0x8400000F exec/alerts.h: *124
AN_OpenScreen         #define 0x84010007 =0x84010007 exec/alerts.h: *116
AN_OpenScrnRast       #define 0x84010008 =0x84010008 exec/alerts.h: *117
AN_OpenWindow         #define 0x8401000B =0x8401000B exec/alerts.h: *120
AN_PlaneAlloc         #define 0x84010005 =0x84010005 exec/alerts.h: *114
AN_QPktFail          #define 0x07000003 =0x07000003 exec/alerts.h: *137
AN_RAMlib            #define 0x08000000 =0x08000000 exec/alerts.h: *149
AN_RegionMemory       #define 0x8201000B =0x8201000B exec/alerts.h: *99
AN_SemCorrupt         #define 0x81000008 =0x81000008 exec/alerts.h: *88
AN_ShortFrame         #define 0x82010007 =0x82010007 exec/alerts.h: *96
AN_StartMem           #define 0x07010001 =0x07010001 exec/alerts.h: *135
AN_SubAlloc           #define 0x04010004 =0x04010004 exec/alerts.h: *113
AN_SysScrnType        #define 0x84000009 =0x84000009 exec/alerts.h: *118
AN_TDCalibSeek        #define 0x14000001 =0x14000001 exec/alerts.h: *173
AN_TDDelay             #define 0x14000002 =0x14000002 exec/alerts.h: *174
AN_TextTmpRas         #define 0x02010009 =0x02010009 exec/alerts.h: *97
AN_TimerDev           #define 0x15000000 =0x15000000 exec/alerts.h: *177
AN_TMBadReq           #define 0x15000001 =0x15000001 exec/alerts.h: *178
AN_TMBadSupply         #define 0x15000002 =0x15000002 exec/alerts.h: *179
AN_TrackDiskDev       #define 0x14000000 =0x14000000 exec/alerts.h: *172
AN_WeirdEcho           #define 0x8400000E =0x8400000E exec/alerts.h: *123
AN_Workbench           #define 0x31000000 =0x31000000 exec/alerts.h: *197
AOIPen                char in struct RastPort
+0x001b               graphics/rastport.h: *61
AO_AudioDev           #define 0x000008010 =0x000008010 exec/alerts.h: *60
AO_BootBootstrap       #define 0x000008030 =0x000008030 exec/alerts.h: *69
AO_CIARsrc             #define 0x000008020 =0x000008020 exec/alerts.h: *66
AO_CListLib            #define 0x000008006 =0x000008006 exec/alerts.h: *55
AO_ConsoleDev          #define 0x000008011 =0x000008011 exec/alerts.h: *61
AO_DiskRsrc            #define 0x000008021 =0x000008021 exec/alerts.h: *67
AO_DOSLib              #define 0x000008007 =0x000008007 exec/alerts.h: *56
AO_ExecLib              #define 0x000008001 =0x000008001 exec/alerts.h: *50

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AO_ExpansionLib      #define 0x00000800A =0x00000800A exec/alerts.h: *59
AO_GamePortDev        #define 0x000008012 =0x000008012 exec/alerts.h: *62
AO_GraphicsLib         #define 0x000008002 =0x000008002 exec/alerts.h: *51
AO_IconLib              #define 0x000008009 =0x000008009 exec/alerts.h: *58
AO_Intuition            #define 0x000008004 =0x000008004 exec/alerts.h: *53
AO_KeyboardDev          #define 0x000008013 =0x000008013 exec/alerts.h: *63
AO_LayersLib             #define 0x000008003 =0x000008003 exec/alerts.h: *52
AO_MathLib                #define 0x000008005 =0x000008005 exec/alerts.h: *54
AO_MiscRsrc              #define 0x000008022 =0x000008022 exec/alerts.h: *68
AO_RAMlib                  #define 0x000008008 =0x000008008 exec/alerts.h: *57
AO_TimerDev                 #define 0x000008015 =0x000008015 exec/alerts.h: *65
AO_TrackDiskDev          #define 0x000008014 =0x000008014 exec/alerts.h: *64
AO_Workbench                #define 0x000008031 =0x000008031 exec/alerts.h: *70
aPERF                     #define 58 =0x0000003a devices/printer.h: *113
aPERFO                    #define 59 =0x0000003b devices/printer.h: *114
aPLD                      #define 33 =0x00000021 devices/printer.h: *69
aPLU                      #define 32 =0x00000020 devices/printer.h: *68
aPROPO                     #define 47 =0x0000002f devices/printer.h: *101
aPROP1                     #define 46 =0x0000002e devices/printer.h: *100
aPROP2                     #define 45 =0x0000002d devices/printer.h: *99
APTR                      typedef pointer to "STRPTR"
many references; defined in exec/types.h: *30
#define 76 =0x0000004c devices/printer.h: *134
AreaCircle                 Macro (4 arguments) graphics/gfxmacros.h: *38
AreaInfo                   structure tag
size 0x0018               graphics/rastport.h: *17, 56
AreaInfo                   pointer to struct AreaInfo in struct RastPort
+0x0010                   graphics/rastport.h: *56
AREAOUTLINE                #define 0x08 =0x00000008 graphics/rastport.h: *101
AreaPtr                     pointer to unsigned short int in struct RastPort
+0x0008                   graphics/rastport.h: *54
AreaPtSz                   char in struct RastPort
+0x001d                   graphics/rastport.h: *63
aRI                       #define 4 =0x00000004 devices/printer.h: *36
aRIN                      #define 1 =0x00000001 devices/printer.h: *33
aRIS                      #define 0 =0x00000000 devices/printer.h: *32
aRMS                      #define 61 =0x0000003d devices/printer.h: *117
ArrayMax                   unsigned short int in struct ExpansionInt
+0x0002                   libraries/expansionbase.h: *38
ArraySize                  unsigned short int in struct ExpansionInt
+0x0004                   libraries/expansionbase.h: *39
aSBC                      #define 13 =0x0000000d devices/printer.h: *46
aSFC                      #define 12 =0x0000000c devices/printer.h: *45
aSGR0                     #define 5 =0x00000005 devices/printer.h: *38
aSGR1                     #define 10 =0x0000000a devices/printer.h: *43
aSGR22                    #define 11 =0x0000000b devices/printer.h: *44
aSGR23                    #define 7 =0x00000007 devices/printer.h: *40
aSGR24                    #define 9 =0x00000009 devices/printer.h: *42
aSGR3                     #define 6 =0x00000006 devices/printer.h: *39
aSGR4                     #define 8 =0x00000008 devices/printer.h: *41
ASHIFTSHIFT                #define 12 =0x0000000c hardware/blit.h: *53
aSHORPO                   #define 14 =0x0000000e devices/printer.h: *48
aSHORP1                   #define 16 =0x00000010 devices/printer.h: *50
aSHORP2                   #define 15 =0x0000000f devices/printer.h: *49
aSHORP3                   #define 18 =0x00000012 devices/printer.h: *52
aSHORP4                   #define 17 =0x00000011 devices/printer.h: *51
aSHORP5                   #define 20 =0x00000014 devices/printer.h: *54
aSHORP6                   #define 19 =0x00000013 devices/printer.h: *53
asin                      #define SPAsin =0x00000000 libraries/mathffp.h: *42
asin                      #define IEEEEDPAsin =0x00000000 libraries/mathieeedp.h: *43
aSLPP                      #define 57 =0x00000039 devices/printer.h: *112
aSLRM                      #define 65 =0x00000041 devices/printer.h: *121
ASPECT_HORIZ                #define 0x00 =0x00000000 intuition/preferences.h: *170
ASPECT_VERT                  #define 0x01 =0x00000001 intuition/preferences.h: *171
aSTBM                      #define 64 =0x00000040 devices/printer.h: *120
aSUS0                      #define 31 =0x0000001f devices/printer.h: *67
aSUS1                      #define 28 =0x0000001c devices/printer.h: *64
aSUS2                      #define 27 =0x0000001b devices/printer.h: *63
aSUS3                      #define 30 =0x0000001e devices/printer.h: *66

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asUS4          #define 29 =0x0000001d devices/printer.h: *65
atan           #define SPAtan =0x00000000 libraries/mathffp.h: *38
atan           #define IEEEDPAtan =0x00000000 libraries/mathieeedp.h: *39
aTBC0          #define 69 =0x00000045 devices/printer.h: *126
aTBC1          #define 71 =0x00000047 devices/printer.h: *128
aTBC3          #define 70 =0x00000046 devices/printer.h: *127
aTBC4          #define 72 =0x00000048 devices/printer.h: *129
aTBCALL        #define 73 =0x00000049 devices/printer.h: *130
aTBSSALL       #define 74 =0x0000004a devices/printer.h: *131
aTMS           #define 62 =0x0000003e devices/printer.h: *118
aTSS           #define 48 =0x00000030 devices/printer.h: *102
AttnFlags      unsigned short int in struct ExecBase
                +0x0128 exec/execbase.h: *64
AttnResched    unsigned short int in struct ExecBase
                +0x012a exec/execbase.h: *65
AT_DeadEnd     #define 0x80000000 =0x80000000 exec/alerts.h: *37
AT_Recovery     #define 0x00000000 =0x00000000 exec/alerts.h: *38
aud            array [4] of struct AudChannel (size 0x0010) in struct Custom
                +0x00a0 hardware/custom.h: *92
AudChannel     structure tag in struct Custom
                size 0x0010 hardware/custom.h: *85
AUDIONAME      #define "audio.device" devices/audio.h: *17
AUL             #define 0x4 =0x00000004 hardware/blit.h: *68
AUserExt       short int in struct AnimOb
                +0x0028 graphics/gels.h: *223
AUserStuff     #define SHORT =0x00000000 graphics/gels.h: *60, 223
AUTOBACKPEN   #define 1 =0x00000001 intuition/intuition.h: *997
AUTODRAWMODE  #define JAM2 =0x00000001 intuition/intuition.h: *998
AUTOFRONTPEN  #define 0 =0x00000000 intuition/intuition.h: *996
AUTOTEXTFPNT  #define NULL =0x00000000 intuition/intuition.h: *1001
AUTOKNOB       #define 0x0001 =0x00000001 intuition/intuition.h: *429
AUTOLEFTEDGE  #define 6 =0x00000006 intuition/intuition.h: *999
AUTONEXTTEXT  #define NULL =0x00000000 intuition/intuition.h: *1002
AUTOTOPEGDE   #define 3 =0x00000003 intuition/intuition.h: *1000
AvailFonts     structure tag
                size 0x000a libraries/diskfont.h: *65
AvailFontsHeader  structure tag
                size 0x0002 libraries/diskfont.h: *70
aVERP0         #define 55 =0x00000037 devices/printer.h: *110
aVERP1         #define 56 =0x00000038 devices/printer.h: *111
avTS           #define 68 =0x00000044 devices/printer.h: *125
A_OR_B         #define ABC|ANBC|NABC | ABNC|ANBNC|NABNC =0x000000fc
hardware/blit.h: *32
A_OR_C         #define ABC|NABC|ABNC | ANBC|NANBC|ANBNC =0x000000fa
hardware/blit.h: *33
A_TO_D         #define ABC|ANBC|ABNC|ANBNC =0x000000f0 hardware/blit.h: *35
A_XOR_C         #define NABC|ANBC | NANBC|ANBNC =0x0000005a
hardware/blit.h: *34
B2BOBBER       #define 2 =0x00000002 graphics/gels.h: *254
B2NORM          #define 0 =0x00000000 graphics/gels.h: *252
B2SWAP          #define 1 =0x00000001 graphics/gels.h: *253
back            pointer to struct Layer in struct Layer
                +0x0004 graphics/clip.h: *27
BACKDROP        #define 0x0100 =0x00000100 intuition/intuition.h: *814
BackFill         char in struct Requester
                +0x001e intuition/intuition.h: *155
BackPen          char in struct IntuiText
                +0x0001 intuition/intuition.h: *496
BackPen          char in struct Border
                +0x0005 intuition/intuition.h: *525
BACKSAVED        #define 0x0100 =0x00000100 graphics/gels.h: *21
BadBlockBlock   structure tag size 0x0200 devices/hardblocks.h: *112
BadBlockEntry   structure tag size 0x0008 devices/hardblocks.h: *107, 119
BADDR           Macro (1 argument) libraries/dos.h: *100
BarHBorder      char in struct Screen
                +0x0020 intuition/screens.h: *56
BarHeight        char in struct Screen
                +0x0001e intuition/screens.h: *56
BarLayer         pointer to struct Layer in struct Screen

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                +0x014e intuition/screens.h: *81
BarVBorder      char in struct Screen
                +0x001f intuition/screens.h: *56
BaudRate        unsigned short int in struct Preferences
                +0x0002 intuition/preferences.h: *51
BAUD_110        #define 0x00 =0x00000000 intuition/preferences.h: *139
BAUD_1200       #define 0x02 =0x00000002 intuition/preferences.h: *141
BAUD_19200      #define 0x06 =0x00000006 intuition/preferences.h: *145
BAUD_2400       #define 0x03 =0x00000003 intuition/preferences.h: *142
BAUD_300        #define 0x01 =0x00000001 intuition/preferences.h: *140
BAUD_4800       #define 0x04 =0x00000004 intuition/preferences.h: *143
BAUD_9600       #define 0x05 =0x00000005 intuition/preferences.h: *144
BAUD_MIDI       #define 0x07 =0x00000007 intuition/preferences.h: *146
bbb_BlockPairs  array [61] of struct BadBlockEntry (size 0x0008) in struct
                BadBlockBlock
devices/hardblocks.h: *119
bbb_ChkSum      int in struct BadBlockBlock
devices/hardblocks.h: *115
bbb_HostID      unsigned int in struct BadBlockBlock
devices/hardblocks.h: *116
bbb_ID          unsigned int in struct BadBlockBlock
devices/hardblocks.h: *113
bbb_Next        unsigned int in struct BadBlockBlock
devices/hardblocks.h: *117
bbb_Reserved    unsigned int in struct BadBlockBlock
devices/hardblocks.h: *118
bbb_SummedLongs unsigned int in struct BadBlockBlock
devices/hardblocks.h: *114
bbe_BadBlock    unsigned int in struct BadBlockEntry
devices/hardblocks.h: *108
bbe_GoodBlock   unsigned int in struct BadBlockEntry
devices/hardblocks.h: *109
BBID_DOS        #define { 'D', 'O', 'S', '\0' } devices/bootblock.h: *21
BBID_KICK       #define { 'K', 'I', 'C', 'K' } devices/bootblock.h: *22
BBNAME_DOS      #define (('D'<<24)|('O'<<16)|('S'<<8)) =0x444f5300
devices/bootblock.h: *24
BBNAME_KICK     #define (('K'<<24)|('I'<<16)|('C'<<8)|('K')) =0x4b49434b
devices/bootblock.h: *25
bb_cksum        int in struct BootBlock
devices/bootblock.h: *15
bb_dosblock    int in struct BootBlock
devices/bootblock.h: *16
bb_id           array [4] of char in struct BootBlock
devices/bootblock.h: *14
BCOB_DEST       #define 8 =0x00000008 hardware/blit.h: *37
BCOB_SRCA       #define 11 =0x0000000b hardware/blit.h: *40
BCOB_SRCB       #define 10 =0x0000000a hardware/blit.h: *39
BCOB_SRCC       #define 9 =0x00000009 hardware/blit.h: *38
BCOF_DEST       #define 0x100 =0x000000100 hardware/blit.h: *41
BCOF_SRCA       #define 0x800 =0x00000800 hardware/blit.h: *44
BCOF_SRCB       #define 0x400 =0x00000400 hardware/blit.h: *43
BCOF_SRCC       #define 0x200 =0x00000200 hardware/blit.h: *42
BCIF_DESC       #define 2 =0x00000002 hardware/blit.h: *46
BDRAWN          #define 0x0200 =0x00000200 graphics/gels.h: *33
BeamSync        short int in struct GfxBase
graphics/gfxbase.h: *40
beamsync        short int in struct bltnode
hardware/blit.h: *86
BeatX           short int in struct Menu
intuition/intuition.h: *67
BeatY           short int in struct Menu
intuition/intuition.h: *67
BEEPING          #define 0x0200 =0x00000020 intuition/screens.h: *100
Before          pointer to struct Bob in struct Bob
graphics/gels.h: *152
BgPen           char in struct RastPort
graphics/rastport.h: *60
BindSemaphore   struct SignalSemaphore (size 0x002e) in struct ExpansionBase
libraries/expansionbase.h: *54

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BITCLR      #define 0 =0x00000000 graphics/gfx.h: *14
BitMap       structure tag
size 0x0028  graphics/qfx.h: *36
             graphics/clip.h: 34, 59
             graphics/view.h: 72
             graphics/rastport.h: 53
             intuition/intuition.h: 167, 887
             intuition/screens.h: 64, 139
BitMap       pointer to struct BitMap in struct ClipRect
+0x000c     graphics/clip.h: *59
BitMap       pointer to struct BitMap in struct RasInfo
+0x0004     graphics/view.h: *72
BitMap       pointer to struct BitMap in struct RastPort
+0x0004     graphics/rastport.h: *53
BitMap       pointer to struct BitMap in struct NewWindow
+0x0022     intuition/intuition.h: *887
BitMap       struct BitMap (size 0x0028) in struct Screen
+0x00b8     intuition/screens.h: *64
BITSET       #define 0x8000 =0x00008000 graphics/gfx.h: *13
BITSPERBYTE  #define 8 =0x00000008 libraries/dos.h: *37
BITSPERLONG  #define 32 =0x00000020 libraries/dos.h: *39
blitbuff    pointer to short int in struct Layer_Info
+0x005e     graphics/layers.h: *45
BlitLock    short int in struct GfxBase
+0x00aa     graphics/gfxbase.h: *45
BLITMSG_FAULT #define 4 =0x00000004 graphics/gfxbase.h: *72
BlitNest    short int in struct GfxBase
+0x00ac     graphics/gfxbase.h: *46
BlitOwner   pointer to struct Task in struct GfxBase
+0x00bc     graphics/gfxbase.h: *49
BLITREVERSE #define 0x2 =0x00000002 hardware/blit.h: *64
blitsize    short int in struct bltnode
+0x000a     hardware/blit.h: *85
blitter     pointer to long int in struct GfxBase
+0x002e     graphics/gfxbase.h: *29
BlitWaitQ   struct List (size 0x000e) in struct GfxBase
+0x00ae     graphics/gfxbase.h: *48
BlockPen    char in struct Window
+0x0063     intuition/intuition.h: *757
BlockPen    char in struct NewWindow
+0x0009     intuition/intuition.h: *855
BlockPen    char in struct Screen
+0x014b     intuition/screens.h: *73
BlockPen    char in struct NewScreen
+0x000b     intuition/screens.h: *121
bltadat    unsigned short int in struct Custom
+0x0074     hardware/custom.h: *68
bltafwm    unsigned short int in struct Custom
+0x0044     hardware/custom.h: *53
bltalwm    unsigned short int in struct Custom
+0x0046     hardware/custom.h: *54
bltamod    unsigned short int in struct Custom
+0x0064     hardware/custom.h: *63
bltapt     pointer to pointer to char in struct Custom
+0x0050     hardware/custom.h: *57
bltbdat    unsigned short int in struct Custom
+0x0072     hardware/custom.h: *67
bltbmod    unsigned short int in struct Custom
+0x0062     hardware/custom.h: *62
bltbpt     pointer to pointer to char in struct Custom
+0x004c     hardware/custom.h: *56
bltcdat    unsigned short int in struct Custom
+0x0070     hardware/custom.h: *66
bltcmod    unsigned short int in struct Custom
+0x0060     hardware/custom.h: *61
bltcon0   unsigned short int in struct Custom
+0x0040     hardware/custom.h: *51
bltconl   unsigned short int in struct Custom
+0x0042     hardware/custom.h: *52

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bltcpt    pointer to pointer to char in struct Custom
+0x0048     hardware/custom.h: *55
bltddat   unsigned short int in struct Custom
+0x0000     hardware/custom.h: *20
bltdmod   unsigned short int in struct Custom
+0x0066     hardware/custom.h: *64
bltdpt    pointer to pointer to char in struct Custom
+0x0054     hardware/custom.h: *58
blthd     pointer to struct bltnode in struct GfxBase
+0x003a     graphics/gfxbase.h: *32
bltnode   structure tag
size 0x0012  graphics/gfxbase.h: 32, 33
             hardware/blit.h: *80, 82
bltsize   unsigned short int in struct Custom
+0x0058     hardware/custom.h: *59
bltsrv    struct Interrupt (size 0x0016) in struct GfxBase
+0x0076     graphics/gfxbase.h: *34
blttl     pointer to struct bltnode in struct GfxBase
+0x003e     graphics/gfxbase.h: *32
BNDRYOFF  Macro (1 argument) graphics/gfxmacros.h: *30
bn_DeviceNode unsigned int in struct BootNode
+0x0010     libraries/romboot_base.h: *44
bn_Flags   unsigned short int in struct BootNode
+0x000e     libraries/romboot_base.h: *43
bn_Node    struct Node (size 0x000e) in struct BootNode
+0x0000     libraries/romboot_base.h: *42
BoardList  struct List (size 0x000e) in struct ExpansionBase
+0x003c     libraries/expansionbase.h: *51
Bob        structure tag
size 0x0020  graphics/gels.h: 115, *135, 152, 153, 196
BobComp   pointer to struct AnimComp in struct Bob
+0x0016     graphics/gels.h: *157
BOBISCOMP #define 0x0002 =0x00000002 graphics/gels.h: *30
BOBNIX    #define 0x0800 =0x00000800 graphics/gels.h: *35
BOBSAWAY  #define 0x0400 =0x00000400 graphics/gels.h: *34
BOBUPDATE #define 0x0200 =0x00000200 graphics/gels.h: *22
BobVSprite pointer to struct VSprite in struct Bob
+0x0012     graphics/gels.h: *155
BOOL      typedef short int
exec/types.h: *47
intuition/preferences.h: 78
#define 0x2000 =0x00002000 intuition/intuition.h: *325
#define 0x0001 =0x00000001 intuition/intuition.h: *348
BOOLEXTEND structure tag
BOOLGADGET
BoolInfo   size 0x000a
intuition/intuition.h: *360
#define 0x0001 =0x00000001 intuition/intuition.h: *376
BOOLMASK   structure tag
BootBlock  size 0x000c
devices/bootblock.h: *13
BootList   struct List (size 0x000e) in struct RomBootBase
+0x0026     libraries/romboot_base.h: *36
BootNode   structure tag
size 0x0014  libraries/romboot_base.h: *40
BOOTSECTS  #define 2 =0x00000002 devices/bootblock.h: *19
Border     structure tag
size 0x0010  intuition/intuition.h: 150, *522, 529
BorderBottom char in struct Window
+0x0039     intuition/intuition.h: *730
BORDERHIT  #define 0 =0x00000000 graphics/collide.h: *21
BorderLeft  char in struct Window
+0x0036     intuition/intuition.h: *730
BORDERLESS #define 0x0800 =0x00000800 intuition/intuition.h: *820
BorderLine  pointer to short int in struct VSprite
+0x0028     graphics/gels.h: *109
BorderRight char in struct Window
+0x0038     intuition/intuition.h: *730
BorderRPort pointer to struct RastPort in struct Window
+0x003a     intuition/intuition.h: *731
BorderTop   char in struct Window
+0x0037     intuition/intuition.h: *730

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BOTOMBORDER #define 0x0080 =0x00000080 intuition/intuition.h: *314
BOTOMHIT #define 2 =0x00000002 graphics/collide.h: *31
bottommost short int in struct GelsInfo
+0x001c graphics/rastport.h: *46
BOUNDED_DIMENSIONS #define 0x0010 =0x00000010 intuition/preferences.h: *242
bounds struct Rectangle (size 0x0008) in struct Layer
+0x0010 graphics/clip.h: *30
bounds struct Rectangle (size 0x0008) in struct ClipRect
+0x0010 graphics/clip.h: *60
bounds struct Rectangle (size 0x0008) in struct RegionRectangle
+0x0008 graphics/regions.h: *20
bounds struct Rectangle (size 0x0008) in struct Region
+0x0000 graphics/regions.h: *25
bplmod unsigned short int in struct Custom
+0x0108 hardware/custom.h: *99
bpl2mod unsigned short int in struct Custom
+0x010a hardware/custom.h: *100
bplcon0 unsigned short int in struct Custom
+0x0100 hardware/custom.h: *95
bplconl unsigned short int in struct Custom
+0x0102 hardware/custom.h: *96
bplcon2 unsigned short int in struct Custom
+0x0104 hardware/custom.h: *97
bpldat array [6] of unsigned short int in struct Custom
+0x0110 hardware/custom.h: *102
bplpt array [6] of pointer to pointer to char in struct Custom
+0x00e0 hardware/custom.h: *93
BPTR typedef long int
many references; defined in libraries/dos.h: *92
BROTHER_15XL #define 0x02 =0x00000002 intuition/preferences.h: *188
bsblthd pointer to struct bltnode in struct GfxBase
+0x0042 graphics/gfxbase.h: *33
bsbttl pointer to struct bltnode in struct GfxBase
+0x0046 graphics/gfxbase.h: *33
BSHIFTSHIFT #define 12 =0x0000000c hardware/blit.h: *54
BSTR typedef long int
many references; defined in libraries/dos.h: *93
BufBuffer pointer to short int in struct DBufPacket
+0x0008 graphics/gels.h: *236
Buffer pointer to char in struct StringInfo
+0x0000 intuition/intuition.h: *454
BufferPos short int in struct StringInfo
+0x0008 intuition/intuition.h: *456
BufPath pointer to struct VSprite in struct DBufPacket
+0x0004 graphics/gels.h: *232
BufX short int in struct DBufPacket
+0x0002 graphics/gels.h: *231
Buffy short int in struct DBufPacket
+0x0000 graphics/gels.h: *231
BUserExt short int in struct Bob
+0x001e graphics/gels.h: *161
BUSERFLAGS #define 0xFF =0x000000ff graphics/gels.h: *28
BUserStuff #define SHORT =0x00000000 graphics/gels.h: *56, 161
BWAITING #define 0x0100 =0x00000100 graphics/gels.h: *32
BYTE typedef char
many references; defined in exec/types.h: *26
BYTEBITS typedef unsigned char
exec/types.h: *28
BYTEMASK #define 0xFF =0x000000ff exec/types.h: *54
bytereserved char in struct GfxBase
+0x00a7 graphics/gfxbase.h: *43
BYTESPERLONG #define 4 =0x00000004 libraries/dos.h: *38
BytesPerRow unsigned short int in struct BitMap
+0x0000 graphics/gfx.h: *38
Carg int in struct Isrvstr
+0x001a graphics/graphint.h: *24
CBD_CURRENTREADID #define (CMD_NONSTD+1) =0x0000000a devices/clipboard.h: *24
CBD_CURRENTWRITEID #define (CMD_NONSTD+2) =0x0000000b devices/clipboard.h: *25
CBD_POST #define (CMD_NONSTD+0) =0x00000009 devices/clipboard.h: *23

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CBERR_OBSOLETEID #define 1 =0x00000001 devices/clipboard.h: *27
CBM_MP1000 #define 0x03 =0x00000003 intuition/preferences.h: *189
cb_ConfigDev pointer to struct ConfigDev in struct CurrentBinding
+0x0000 libraries/configvars.h: *49
cb_FileName pointer to char in struct CurrentBinding
+0x0004 libraries/configvars.h: *50
cb_ProductString pointer to char in struct CurrentBinding
+0x0008 libraries/configvars.h: *51
cb_ToolTypes pointer to pointer to char in struct CurrentBinding
+0x000c libraries/configvars.h: *52
ccode pointer to function returning int in struct Isrvstr
+0x0016 graphics/graphint.h: *23
CDB_CONFIGME #define 1 =0x00000001 libraries/configvars.h: *42
CDB_SHUTUP #define 0 =0x00000000 libraries/configvars.h: *41
CDF_CONFIGME #define 0x02 =0x00000002 libraries/configvars.h: *45
CDF_SHUTUP #define 0x01 =0x00000001 libraries/configvars.h: *44
CD_ASKEKEYMAP #define (CMD_NONSTD+2) =0x0000000b devices/console.h: *20
CD_ASKEYMAP #define (CMD_NONSTD+0) =0x00000009 devices/console.h: *18
cd_BoardAddr pointer to pointer to char in struct ConfigDev
+0x0020 libraries/configvars.h: *31
cd_BoardSize pointer to pointer to char in struct ConfigDev
+0x0024 libraries/configvars.h: *32
cd_Driver pointer to pointer to char in struct ConfigDev
+0x002c libraries/configvars.h: *35
cd_Flags char in struct ConfigDev
+0x000e libraries/configvars.h: *28
cd_NextCD pointer to struct ConfigDev in struct ConfigDev
+0x0030 libraries/configvars.h: *36
cd_Node struct Node (size 0x000e) in struct ConfigDev
+0x0000 libraries/configvars.h: *27
cd_Pad char in struct ConfigDev
+0x000f libraries/configvars.h: *29
cd_Rom struct ExpansionRom (size 0x0010) in struct ConfigDev
+0x0010 libraries/configvars.h: *30
CD_SETDEFAULTKEYMAP #define (CMD_NONSTD+3) =0x0000000c devices/console.h: *21
CD_SETKEYMAP #define (CMD_NONSTD+1) =0x0000000a devices/console.h: *19
cd_SlotAddr unsigned short int in struct ConfigDev
+0x0028 libraries/configvars.h: *33
cd_SlotSize unsigned short int in struct ConfigDev
+0x002a libraries/configvars.h: *34
cd_Unused array [4] of unsigned int in struct ConfigDev
+0x0034 libraries/configvars.h: *37
ceil #define SPCeil =0x00000000 libraries/mathffp.h: *35
ceil #define IEEEEDPCeil =0x00000000 libraries/mathieeedp.h: *36
CEND Macro (1 argument) graphics/gfxmacros.h: *35
CENTER_IMAGE #define 0x0008 =0x00000008 intuition/preferences.h: *239
chanmask char in struct narrator_rb
+0x0043 devices/narrator.h: *78
CHECKED #define 0x0100 =0x00000100 intuition/intuition.h: *127
CHECKIT #define 0x0001 =0x00000001 intuition/intuition.h: *113
CheckMark pointer to struct Image in struct Window
+0x0064 intuition/intuition.h: *763
CheckMark pointer to struct Image in struct NewWindow
+0x0016 intuition/intuition.h: *872
CHECKWIDTH #define 19 =0x00000013 intuition/intuition.h: *976
check_lp pointer to struct Layer in struct Layer_Info
+0x0004 graphics/layers.h: *35
CHeight unsigned short int in struct PropInfo
+0x000c intuition/intuition.h: *421
ChkBase unsigned int in struct ExecBase
+0x0026 exec/execbase.h: *35
ChkSum unsigned short int in struct ExecBase
+0x0052 exec/execbase.h: *47
ch_masks pointer to char in struct narrator_rb
+0x0038 devices/narrator.h: *73
cia pointer to long int in struct GfxBase
+0x002a graphics/gfxbase.h: *28
CIA size 0x0f01 structure tag
hardware/cia.h: *22

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```

CIAANAME      #define "ciaa.resource" resources/cia.h: *13
CIABNNAME     #define "ciab.resource" resources/cia.h: *14
CIAB_COMCD    #define (5) =0x00000005 hardware/cia.h: *140
CIAB_COMCTS   #define (4) =0x00000004 hardware/cia.h: *141
CIAB_COMDSR   #define (3) =0x00000003 hardware/cia.h: *142
CIAB_COMDTR   #define (7) =0x00000007 hardware/cia.h: *138
CIAB_COMRTS   #define (6) =0x00000006 hardware/cia.h: *139
CIAB_DSKCHANGE #define (2) =0x00000002 hardware/cia.h: *131
CIAB_DSKDIREC  #define (1) =0x00000001 hardware/cia.h: *154
CIAB_DSKMOTOR  #define (7) =0x00000007 hardware/cia.h: *148
CIAB_DSKPROT   #define (3) =0x00000003 hardware/cia.h: *130
CIAB_DSKRDY   #define (5) =0x00000005 hardware/cia.h: *128
CIAB_DSKSEL0   #define (3) =0x00000003 hardware/cia.h: *152
CIAB_DSKSELL   #define (4) =0x00000004 hardware/cia.h: *151
CIAB_DSKSEL2   #define (5) =0x00000005 hardware/cia.h: *150
CIAB_DSKSEL3   #define (6) =0x00000006 hardware/cia.h: *149
CIAB_DSKSIDE   #define (2) =0x00000002 hardware/cia.h: *153
CIAB_DSKSTEP   #define (0) =0x00000000 hardware/cia.h: *155
CIAB_DSKTRACK0 #define (4) =0x00000004 hardware/cia.h: *129
CIAB_GAMEPORT0 #define (6) =0x00000006 hardware/cia.h: *127
CIAB_GAMEPORT1 #define (7) =0x00000007 hardware/cia.h: *126
CIAB_LED       #define (1) =0x00000001 hardware/cia.h: *132
CIAB_OVERLAY   #define (0) =0x00000000 hardware/cia.h: *133
CIAB_PRTRBUSY  #define (0) =0x00000000 hardware/cia.h: *145
CIAB_PRTRPOUT  #define (1) =0x00000001 hardware/cia.h: *144
CIAB_PRTRSEL   #define (2) =0x00000002 hardware/cia.h: *143
ciacra        char in struct CIA
               +0x0e00 hardware/cia.h: *51
CIACRAB_INMODE #define 5 =0x00000005 hardware/cia.h: *72
CIACRAB_LOAD   #define 4 =0x00000004 hardware/cia.h: *71
CIACRAB_OUTMODE #define 2 =0x00000002 hardware/cia.h: *69
CIACRAB_PBON   #define 1 =0x00000001 hardware/cia.h: *68
CIACRAB_RUNMODE #define 3 =0x00000003 hardware/cia.h: *70
CIACRAB_SPMODE  #define 6 =0x00000006 hardware/cia.h: *73
CIACRAB_START   #define 0 =0x00000000 hardware/cia.h: *67
CIACRAB_TODIN   #define 7 =0x00000007 hardware/cia.h: *74
CIACRAF_INMODE #define (<<CIACRAB_INMODE) =0x00000020 hardware/cia.h: *101
CIACRAF_LOAD   #define (<<CIACRAB_LOAD) =0x00000010 hardware/cia.h: *100
CIACRAF_OUTMODE #define (<<CIACRAB_OUTMODE) =0x00000004 hardware/cia.h: *98
CIACRAF_PBON   #define (<<CIACRAB_PBON) =0x00000002 hardware/cia.h: *97
CIACRAF_RUNMODE #define (<<CIACRAB_RUNMODE) =0x00000008 hardware/cia.h: *99
CIACRAF_SPMODE  #define (<<CIACRAB_SPMODE) =0x00000040 hardware/cia.h: *102
CIACRAF_START   #define (<<CIACRAB_START) =0x00000001 hardware/cia.h: *96
CIACRAF_TODIN   #define (<<CIACRAB_TODIN) =0x00000080 hardware/cia.h: *103
ciacrb        char in struct CIA
               +0x0f00 hardware/cia.h: *53
CIACRBB_ALARM   #define 7 =0x00000007 hardware/cia.h: *84
CIACRBB_INMODE0 #define 5 =0x00000005 hardware/cia.h: *82
CIACRBB_INMODE1 #define 6 =0x00000006 hardware/cia.h: *83
CIACRBB_LOAD    #define 4 =0x00000004 hardware/cia.h: *81
CIACRBB_OUTMODE #define 2 =0x00000002 hardware/cia.h: *79
CIACRBB_PBON   #define 1 =0x00000001 hardware/cia.h: *78
CIACRBB_RUNMODE #define 3 =0x00000003 hardware/cia.h: *80
CIACRBB_START   #define 0 =0x00000000 hardware/cia.h: *77
CIACRBF_ALARM   #define (<<CIACRBB_ALARM) =0x00000080 hardware/cia.h: *113
CIACRBF_INMODE0 #define (<<CIACRBB_INMODE0) =0x00000020 hardware/cia.h: *111
CIACRBF_INMODE1 #define (<<CIACRBB_INMODE1) =0x00000040 hardware/cia.h: *112
CIACRBF_IN_CNT  #define (CIACRBF_INMODE0) =0x00000020 hardware/cia.h: *117
CIACRBF_IN_CNT_TA #define (CIACRBF_INMODE0|CIACRBF_INMODEL) =0x00000060
                   hardware/cia.h: *119
CIACRBF_IN_PH12 #define 0 =0x00000000 hardware/cia.h: *116
CIACRBF_IN_TA   #define (CIACRBF_INMODEL) =0x00000040 hardware/cia.h: *118
CIACRBF_LOAD    #define (<<CIACRBB_LOAD) =0x00000010 hardware/cia.h: *110
CIACRBF_OUTMODE #define (<<CIACRBB_OUTMODE) =0x00000004 hardware/cia.h: *108
CIACRBF_PBON   #define (<<CIACRBB_PBON) =0x00000002 hardware/cia.h: *107
CIACRBF_RUNMODE #define (<<CIACRBB_RUNMODE) =0x00000008 hardware/cia.h: *109
CIACRBF_START   #define (<<CIACRBB_START) =0x00000001 hardware/cia.h: *106
ciaddr        char in struct CIA
               +0x0200 hardware/cia.h: *27

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ciaddrb      char in struct CIA
               +0x0300 hardware/cia.h: *29
CIAF_COMCD    #define (1<<5) =0x00000020 hardware/cia.h: *172
CIAF_COMCTS   #define (1<<4) =0x00000010 hardware/cia.h: *173
CIAF_COMDSR   #define (1<<3) =0x00000008 hardware/cia.h: *174
CIAF_COMDTR   #define (1<<7) =0x00000080 hardware/cia.h: *170
CIAF_COMRTS   #define (1<<6) =0x00000040 hardware/cia.h: *171
CIAF_DSKCHANGE #define (1<<2) =0x00000004 hardware/cia.h: *163
CIAF_DSKDIREC #define (1<<1) =0x00000002 hardware/cia.h: *186
CIAF_DSKMOTOR  #define (1<<7) =0x00000080 hardware/cia.h: *180
CIAF_DSKPROT   #define (1<<3) =0x00000008 hardware/cia.h: *162
CIAF_DSKRDY   #define (1<<5) =0x00000020 hardware/cia.h: *160
CIAF_DSKSEL0   #define (1<<3) =0x00000008 hardware/cia.h: *184
CIAF_DSKSELL   #define (1<<4) =0x00000010 hardware/cia.h: *183
CIAF_DSKSEL2   #define (1<<5) =0x00000020 hardware/cia.h: *182
CIAF_DSKSEL3   #define (1<<6) =0x00000040 hardware/cia.h: *181
CIAF_DSKSIDE   #define (1<<2) =0x00000004 hardware/cia.h: *185
CIAF_DSKSTEP   #define (1<<0) =0x00000001 hardware/cia.h: *187
CIAF_DSKTRACK0 #define (1<<4) =0x00000010 hardware/cia.h: *161
CIAF_GAMEPORT0 #define (1<<6) =0x00000040 hardware/cia.h: *159
CIAF_GAMEPORT1 #define (1<<7) =0x00000080 hardware/cia.h: *158
CIAF_LED       #define (1<<1) =0x00000002 hardware/cia.h: *164
CIAF_OVERLAY   #define (1<<0) =0x00000001 hardware/cia.h: *165
CIAF_PRTRBUSY  #define (1<<0) =0x00000001 hardware/cia.h: *177
CIAF_PRTRPOUT  #define (1<<1) =0x00000002 hardware/cia.h: *176
CIAF_PRTRSEL   #define (1<<2) =0x00000004 hardware/cia.h: *175
ciaicr        char in struct CIA
               +0x0d00 hardware/cia.h: *49
CIAICRB_ALRM  #define 2 =0x00000002 hardware/cia.h: *60
CIAICRB_FLG   #define 4 =0x00000004 hardware/cia.h: *62
CIAICRB_IR    #define 7 =0x00000007 hardware/cia.h: *63
CIAICRB_SETCLR #define 7 =0x00000007 hardware/cia.h: *64
CIAICRB_SP    #define 3 =0x00000003 hardware/cia.h: *61
CIAICRB_TA    #define 0 =0x00000000 hardware/cia.h: *58
CIAICRB_TB    #define 1 =0x00000001 hardware/cia.h: *59
CIAICRF_ALRM  #define (<<CIAICRB_ALRM) =0x00000004 hardware/cia.h: *89
CIAICRF_FLG   #define (<<CIAICRB_FLG) =0x00000010 hardware/cia.h: *91
CIAICRF_IR    #define (<<CIAICRB_IR) =0x00000080 hardware/cia.h: *92
CIAICRF_SETCLR #define (<<CIAICRB_SETCLR) =0x00000080 hardware/cia.h: *93
CIAICRF_SP    #define (<<CIAICRB_SP) =0x00000008 hardware/cia.h: *90
CIAICRF_TA    #define (<<CIAICRB_TA) =0x00000001 hardware/cia.h: *87
CIAICRF_TB    #define (<<CIAICRB_TB) =0x00000002 hardware/cia.h: *88
ciapra        char in struct CIA
               +0x0000 hardware/cia.h: *23
ciaprb        char in struct CIA
               +0x0100 hardware/cia.h: *25
ciasdri      char in struct CIA
               +0x0c00 hardware/cia.h: *47
ciatahi      char in struct CIA
               +0x0500 hardware/cia.h: *33
ciatalo       char in struct CIA
               +0x0400 hardware/cia.h: *31
ciatbhi      char in struct CIA
               +0x0700 hardware/cia.h: *37
ciatblo       char in struct CIA
               +0x0600 hardware/cia.h: *35
ciatodhi      char in struct CIA
               +0x0a00 hardware/cia.h: *43
ciatodlow     char in struct CIA
               +0x0800 hardware/cia.h: *39
ciatodmid     char in struct CIA
               +0x0900 hardware/cia.h: *41
CINIT         Macro (2 arguments) graphics/gfxmacros.h: *32
Class          unsigned int in struct IntuiMessage
intuition/intuition.h: *603
CLEANME      #define CLEANUP=0x00000040 hardware/blit.h: *92
cleanup        pointer to function returning int in struct bltnode
               +0x0014 hardware/blit.h: *87
CLEANUP       #define 0x40 =0x00000040 hardware/blit.h: *91
               +0x000e hardware/blit.h: *91

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ClearPath    pointer to struct VSprite in struct VSprite
+0x000c    graphics/gels.h: *80
Cleft        short int in struct StringInfo
+0x0014    intuition/intuition.h: *464
ClipboardUnitPartial    structure tag
size 0x0012    devices/clipboard.h: *30
ClipRect      structure tag
size 0x0024    graphics/clip.h: 28, 35, 40, 41, 42, *54, 56, 57, 61
clipRect      pointer to struct ClipRect in struct Layer
+0x0008    graphics/clip.h: *28
clipRegion    pointer to struct Region in struct Layer
+0x007e    graphics/clip.h: *46
cli_Background   int in struct CommandLineInterface
+0x002c    libraries/dosextens.h: *209
cli_CommandDir   int in struct CommandLineInterface
+0x0008    libraries/dosextens.h: *200
cli_CommandFile   int in struct CommandLineInterface
+0x0024    libraries/dosextens.h: *207
cli_CommandName   int in struct CommandLineInterface
+0x0010    libraries/dosextens.h: *202
cli_CurrentInput  int in struct CommandLineInterface
+0x0020    libraries/dosextens.h: *206
cli_CurrentOutput  int in struct CommandLineInterface
+0x0030    libraries/dosextens.h: *210
cli_DefaultStack  int in struct CommandLineInterface
+0x0034    libraries/dosextens.h: *211
cli_FailLevel     int in struct CommandLineInterface
+0x0014    libraries/dosextens.h: *203
cli_Interactive    int in struct CommandLineInterface
+0x0028    libraries/dosextens.h: *208
cli_Module       int in struct CommandLineInterface
+0x003c    libraries/dosextens.h: *213
cli_Prompt        int in struct CommandLineInterface
+0x0018    libraries/dosextens.h: *204
cli_Result2      int in struct CommandLineInterface
+0x0000    libraries/dosextens.h: *198
cli_ReturnCode    int in struct CommandLineInterface
+0x000c    libraries/dosextens.h: *201
cli_SetName       int in struct CommandLineInterface
+0x0004    libraries/dosextens.h: *199
cli_StandardInput  int in struct CommandLineInterface
+0x001c    libraries/dosextens.h: *205
cli_StandardOutput  int in struct CommandLineInterface
+0x0038    libraries/dosextens.h: *212
Clock          int in struct AnimOb
+0x0008    graphics/gels.h: *205
CLOSE          #define 0x0080 =0x00000080 intuition/intuition.h: *346
CLOSEWINDOW    #define 0x00000200 =0x00000200 intuition/intuition.h: *647
ClrIns         pointer to struct CopList in struct ViewPort
+0x0010    graphics/view.h: *37
clxcon         unsigned short int in struct Custom
+0x0098    hardware/custom.h: *81
clxdat         unsigned short int in struct Custom
+0x000e    hardware/custom.h: *27
CMD_CLEAR      #define 5 =0x00000005 exec/io.h: *54
CMD_FLUSH      #define 8 =0x00000008 exec/io.h: *57
CMD_INVALID    #define 0 =0x00000000 exec/io.h: *49
CMD_NONSTD     #define 9 =0x00000009 exec/io.h: *59
CMD_READ       #define 2 =0x00000002 exec/io.h: *51
CMD_RESET      #define 1 =0x00000001 exec/io.h: *50
CMD_START      #define 7 =0x00000007 exec/io.h: *56
CMD_STOP       #define 6 =0x00000006 exec/io.h: *55
CMD_UPDATE     #define 4 =0x00000004 exec/io.h: *53
CMD_WRITE      #define 3 =0x00000003 exec/io.h: *52
CMOVE          Macro (3 arguments) graphics/gfxmacros.h: *33
Code           unsigned short int in struct IntuiMessage
+0x0018    intuition/intuition.h: *606
code           pointer to function returning int in struct Isrvstr
+0x0012    graphics/graphint.h: *22

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ColdCapture   pointer to pointer to char in struct ExecBase
+0x002a    exec/execbase.h: *36
collHandler   pointer to struct collTable in struct GelsInfo
+0x0012    graphics/rastport.h: *45
CollMask      pointer to short int in struct VSprite
+0x002c    graphics/gels.h: *110
collPtrs      array [16] of pointer to function returning int in struct
collTable    collTable
size 0x0040    graphics/gels.h: *261
structure tag
graphics/rastport.h: 45
color          array [32] of unsigned short int in struct Custom
+0x0180    hardware/custom.h: *111
color0         unsigned short int in struct Preferences
+0x006e    intuition/preferences.h: *68
color1         unsigned short int in struct Preferences
+0x0070    intuition/preferences.h: *69
color17        unsigned short int in struct Preferences
+0x0066    intuition/preferences.h: *62
color18        unsigned short int in struct Preferences
+0x0068    intuition/preferences.h: *63
color19        unsigned short int in struct Preferences
+0x006a    intuition/preferences.h: *64
color2          unsigned short int in struct Preferences
+0x0072    intuition/preferences.h: *70
color3          unsigned short int in struct Preferences
+0x0074    intuition/preferences.h: *71
colorByte      array [4] of char in union colorEntry
devices/prtgfx.h: *24
union tag
colorEntry    size 0x0004    devices/prtgfx.h: *22, 34, 35, 36, 37, 38
colorLong      unsigned int in union colorEntry
devices/prtgfx.h: *23
ColorMap       size 0x0008    structure tag
devices/printer.h: 158
ColorMap       +0x0004    graphics/view.h: *21, 33
pointer to struct ColorMap in struct ViewPort
graphics/view.h: *33
COLORON        #define 0x0200 =0x00000200 graphics/display.h: *19
colorsSBYTE   array [4] of char in union colorEntry
+0x0000    devices/prtgfx.h: *25
ColorTable     pointer to pointer to char in struct ColorMap
+0x0004    graphics/view.h: *26
ColumnSizeChange  char in struct Preferences
+0x00d9    intuition/preferences.h: *113
Command        char in struct MenuItem
+0x001a    intuition/intuition.h: *101
CommandLineInterface  structure tag
size 0x0040    libraries/dosextens.h: *197
COMMSEQ        #define 0x0004 =0x00000004 intuition/intuition.h: *115
COMMWIDTH     #define 27 =0x0000001b intuition/intuition.h: *977
COMPLEMENT    #define 2 =0x00000002 graphics/rastport.h: *90
ConfigDev     structure tag
size 0x0044    libraries/configvars.h: *26, 36, 49, 56
ConUnit        structure tag
size 0x0128    devices/conunit.h: *34
CoolCapture   pointer to pointer to char in struct ExecBase
+0x002e    exec/execbase.h: *37
copllc        unsigned int in struct Custom
+0x0080    hardware/custom.h: *71
cop2lc        unsigned int in struct Custom
+0x0084    hardware/custom.h: *72
copcon        unsigned short int in struct Custom
+0x002e    hardware/custom.h: *42
copinit       structure tag
size 0x005c    graphics/copper.h: *76
graphics/gfxbase.h: 27

```

copinit +0x0026 pointer to struct copinit in struct GfxBase
 graphics/gfxbase.h: *27
 structure tag
 CopIns size 0x0006 graphics/copper.h: *18, 60, 61
 pointer to struct CopIns in struct CopList
 CopIns +0x000c graphics/copper.h: *60
 copins unsigned short int in struct Custom
 +0x008c hardware/custom.h: *75
 copjmp1 unsigned short int in struct Custom
 +0x0088 hardware/custom.h: *73
 copjmp2 unsigned short int in struct Custom
 +0x008a hardware/custom.h: *74
 CopList structure tag
 size 0x0022 graphics/view.h: 35, 36, 37
 graphics/copper.h: 23, *55, 57, 58, 72, 73
 pointer to struct CopList in struct UCopList
 CopList +0x0008 graphics/copper.h: *73
 CopLStart +0x0014 pointer to unsigned short int in struct CopList
 graphics/copper.h: *62
 COPPER_MOVE #define 0 =0x00000000 graphics/copper.h: *13
 COPPER_WAIT #define 1 =0x00000001 graphics/copper.h: *14
 CopPtr pointer to struct CopIns in struct CopList
 +0x0010 graphics/copper.h: *61
 CopSStart pointer to unsigned short int in struct CopList
 +0x0018 graphics/copper.h: *63
 CORRECT_BLUE #define 0x0004 =0x00000004 intuition/preferences.h: *237
 CORRECT_GREEN #define 0x0002 =0x00000002 intuition/preferences.h: *236
 CORRECT_RED #define 0x0001 =0x00000001 intuition/preferences.h: *235
 CORRECT_RGB_MASK #define (CORRECT_RED|CORRECT_GREEN|CORRECT_BLUE) =0x00000007
 intuition/preferences.h: *258
 cos #define SPCos =0x00000000 libraries/mathffp.h: *39
 ccs #define IEEEEDPCos =0x00000000 libraries/mathieeedp.h: *40
 cosh #define SPCosh =0x00000000 libraries/mathffp.h: *50
 cosh #define IEEEEDPCosh =0x00000000 libraries/mathieeedp.h: *51
 COUNT typedef short int exec/types.h: *45
 Count unsigned short int in struct ColorMap
 +0x0002 graphics/view.h: *25
 Count short int in struct AreaInfo
 +0x0010 graphics/rastport.h: *23
 Count char in struct Border
 +0x0007 intuition/intuition.h: *527
 Count short int in struct CopList
 +0x001c graphics/copper.h: *64
 cpplist structure tag
 size 0x000a graphics/view.h: 50, 51
 graphics/copper.h: *48, 50
 CPRNXTBUF #define 2 =0x00000002 graphics/copper.h: *15
 CPR_NT_LOF #define 0x8000 =0x00008000 graphics/copper.h: *16
 CPR_NT_SHT #define 0x4000 =0x00040000 graphics/copper.h: *17
 CPTR typedef ULONG exec/types.h: *35
 libraries/expansion.h: 24
 libraries/romboot_base.h: 44
 resources/filesysres.h: 42
 cp_x +0x0024 short int in struct RastPort
 graphics/rastport.h: *68
 cp_y +0x0026 short int in struct RastPort
 graphics/rastport.h: *68
 cr +0x0030 pointer to struct ClipRect in struct Layer
 graphics/clip.h: *40
 cr2 +0x0034 pointer to struct ClipRect in struct Layer
 graphics/clip.h: *40
 crnew +0x0038 pointer to struct ClipRect in struct Layer
 graphics/clip.h: *40
 CR_NEEDS_NO_CONCEALED_RASTERS #define 1 =0x00000001 graphics/clip.h: *69
 CTC_HCLRTAB #define 2 =0x00000002 devices/console.h: *80
 CTC_HCLRTABSALL #define 5 =0x00000005 devices/console.h: *81
 CTC_HSETTAB #define 0 =0x00000000 devices/console.h: *79

ctl +0x0002 unsigned short int in struct SpriteDef
 hardware/custom.h: *107
 CTop +0x0016 short int in struct StringInfo
 intuition/intuition.h: *464
 CurrentBinding structure tag
 size 0x0010 libraries/configvars.h: *48
 libraries/expansionbase.h: 50
 CurrentBinding +0x002c struct CurrentBinding (size 0x0010) in struct ExpansionBase
 libraries/expansionbase.h: *50
 CURSORDOWN #define 0x4D =0x0000004d intuition/intuition.h: *1019
 CURSORLEFT #define 0x4F =0x0000004f intuition/intuition.h: *1017
 CURSORRIGHT #define 0x4E =0x0000004e intuition/intuition.h: *1018
 CURSORUP #define 0x4C =0x0000004c intuition/intuition.h: *1016
 CUSTOM #define 0x40 =0x00000040 intuition/preferences.h: *183
 Custom structure tag
 size 0x01c0 hardware/custom.h: *19
 CUSTOMBITMAP #define 0x0040 =0x00000040 intuition/screens.h: *102
 CustomBitmap pointer to struct BitMap in struct NewScreen
 +0x001c intuition/screens.h: *139
 CUSTOMSCREEN #define 0x000F =0x0000000f intuition/screens.h: *96
 CUSTOM_NAME #define 0x00 =0x00000000 intuition/preferences.h: *186
 cu_AlgoStyle char in struct ConUnit
 +0x0118 devices/conunit.h: *69
 cu_AOLPen char in struct ConUnit
 +0x0105 devices/conunit.h: *63
 cu_AreaPtn pointer to pointer to char in struct ConUnit
 +0x0108 devices/conunit.h: *66
 cu_AreaPtSz char in struct ConUnit
 +0x0107 devices/conunit.h: *65
 cu_BgPen char in struct ConUnit
 +0x0104 devices/conunit.h: *62
 cu_DrawMode char in struct ConUnit
 +0x0106 devices/conunit.h: *64
 cu_FgPen char in struct ConUnit
 +0x0103 devices/conunit.h: *61
 cu_Font pointer to struct TextFont in struct ConUnit
 +0x0114 devices/conunit.h: *68
 cu_KeyMapStruct struct KeyMap (size 0x0020) in struct ConUnit
 +0x0042 devices/conunit.h: *55
 cu_Mask char in struct ConUnit
 +0x0102 devices/conunit.h: *60
 cu_Minterms array [8] of char in struct ConUnit
 +0x010c devices/conunit.h: *67
 cu_Modes array [3] of char in struct ConUnit
 +0x0122 devices/conunit.h: *77
 cu_MP struct MsgPort (size 0x0022) in struct ConUnit
 +0x0000 devices/conunit.h: *35
 cu_Node struct Node (size 0x000e) in struct ClipboardUnitPartial
 +0x0000 devices/clipboard.h: *31
 cu_RawEvents array [3] of char in struct ConUnit
 +0x0125 devices/conunit.h: *78
 cu_TabStops array [80] of unsigned short int in struct ConUnit
 +0x0062 devices/conunit.h: *57
 cu_TxBaseline unsigned short int in struct ConUnit
 +0x011e devices/conunit.h: *73
 cu_TxFlags char in struct ConUnit
 +0x0119 devices/conunit.h: *70
 cu_TxHeight unsigned short int in struct ConUnit
 +0x011a devices/conunit.h: *71
 cu_TxSpacing unsigned short int in struct ConUnit
 +0x0120 devices/conunit.h: *74
 cu_TxWidth unsigned short int in struct ConUnit
 +0x011c devices/conunit.h: *72
 cu_UnitNum unsigned int in struct ClipboardUnitPartial
 +0x000e devices/clipboard.h: *32
 cu_Window pointer to struct Window in struct ConUnit
 +0x0022 devices/conunit.h: *37
 cu_XCCP short int in struct ConUnit
 +0x003e devices/conunit.h: *50

cu_XCP short int in struct ConUnit
 cu_XMax +0x0026 devices/conunit.h: *38
 cu_XMinShrink +0x002a devices/conunit.h: *40
 cu_XRExtant +0x003a devices/conunit.h: *48
 cu_XROrigin +0x0036 devices/conunit.h: *46
 cu_XROrigin +0x0032 devices/conunit.h: *44
 cu_XRSize +0x002e devices/conunit.h: *42
 cu_YCCP +0x0040 devices/conunit.h: *51
 cu_YCP +0x0028 devices/conunit.h: *39
 cu_YMax +0x002c devices/conunit.h: *41
 cu_YMinShrink +0x003c devices/conunit.h: *49
 cu_YRExtant +0x0038 devices/conunit.h: *47
 cu_YROrigin +0x0034 devices/conunit.h: *45
 cu_YRSize +0x0030 devices/conunit.h: *43
 CWAIT Macro (3 arguments) graphics/gfxmacros.h: *34
 CWidth
 +0x000a unsigned short int in struct PropInfo
 intuition/intuition.h: *420
 DAC_BINDTIME #define 0x20 =0x00000020 libraries/configregs.h: *215
 DAC_BOOTTIME #define 0x30 =0x00000030 libraries/configregs.h: *211
 DAC_BUSWIDTH #define 0xC0 =0x000000c0 libraries/configregs.h: *206
 DAC_BYTEWIDE #define 0x40 =0x00000040 libraries/configregs.h: *208
 DAC_CONFIGTIME #define 0x10 =0x00000010 libraries/configregs.h: *213
 DAC_NEVER #define 0x00 =0x00000000 libraries/configregs.h: *212
 DAC_NIBBLEWIDTH #define 0x00 =0x00000000 libraries/configregs.h: *207
 DAC_WORDWIDTH #define 0x80 =0x00000080 libraries/configregs.h: *209
 DamageList pointer to struct Region in struct Layer
 +0x009c graphics/clip.h: *50
 dataa unsigned short int in struct SpriteDef
 +0x0004 hardware/custom.h: *108
 datab unsigned short int in struct SpriteDef
 +0x0006 hardware/custom.h: *109
 DateStamp structure tag
 size 0x000c libraries/dos.h: *49, 66
 libraries/dosexterns.h: 180, 230, 273
 da_BootPoint +0x0006 unsigned short int in struct DiagArea
 libraries/configregs.h: *196
 da_Config +0x0000 char in struct DiagArea
 libraries/configregs.h: *192
 da_DiagPoint +0x0004 unsigned short int in struct DiagArea
 libraries/configregs.h: *195
 da_Flags char in struct DiagArea
 +0x0001 libraries/configregs.h: *193
 da_Name +0x0008 unsigned short int in struct DiagArea
 libraries/configregs.h: *197
 da_Reserved01 +0x000a unsigned short int in struct DiagArea
 libraries/configregs.h: *201
 da_Reserved02 +0x000c unsigned short int in struct DiagArea
 libraries/configregs.h: *202
 da_Size +0x0002 unsigned short int in struct DiagArea
 libraries/configregs.h: *194
 dbf extern function returning float libraries/mathffp.h: *76
 DBLPF #define 0x400 =0x00000400 graphics/display.h: *20
 DBUFFER #define 0x04 =0x00000004 graphics/rastport.h: *97
 DBuffer pointer to struct DBufPacket in struct Bob
 +0x001a graphics/gels.h: *159
 DBufPacket structure tag
 size 0x000c graphics/gels.h: 159, *229

ddfstop unsigned short int in struct Custom
 hardware/custom.h: *79
 ddfstrt unsigned short int in struct Custom
 hardware/custom.h: *78
 dd_CmdBytes pointer to pointer to char in struct DeviceData
 +0x002e devices/prtbase.h: *51
 dd_CmdVectors pointer to pointer to char in struct DeviceData
 +0x002a devices/prtbase.h: *50
 dd_CurrentX int in struct DrawerData
 +0x0030 workbench/workbench.h: *43
 dd_CurrentY int in struct DrawerData
 +0x0034 workbench/workbench.h: *44
 dd_Device struct Library (size 0x0022) in struct DeviceData
 +0x0000 devices/prtbase.h: *47
 dd_ExecBase pointer to pointer to char in struct DeviceData
 +0x0026 devices/prtbase.h: *49
 dd_Library struct Library (size 0x0022) in struct Device
 +0x0000 exec/devices.h: *25
 dd_NewWindow struct NewWindow (size 0x0030) in struct DrawerData
 +0x0000 workbench/workbench.h: *42
 dd_NumCommands unsigned short int in struct DeviceData
 +0x0032 devices/prtbase.h: *52
 dd_Segment pointer to pointer to char in struct DeviceData
 +0x0022 devices/prtbase.h: *48
 DEADEND_ALERT #define 0x80000000 =0x80000000 intuition/intuition.h: *988
 Debug
 +0x00al char in struct GfxBase
 graphics/gfxbase.h: *39
 DebugData pointer to pointer to char in struct ExecBase
 +0x0046 exec/execbase.h: *43
 DebugEntry pointer to pointer to char in struct ExecBase
 +0x0042 exec/execbase.h: *42
 DefaultFont pointer to struct TextFont in struct GfxBase
 +0x009a graphics/gfxbase.h: *36
 DefaultTitle pointer to char in struct Screen
 intuition/screens.h: *53
 DefaultTitle
 +0x001a pointer to char in struct NewScreen
 intuition/screens.h: *129
 DEFERREFRESH #define 0x8000 =0x00000800 intuition/intuition.h: *183
 DEFREQ #define 22200 =0x000056b8 devices/narrator.h: *42
 DEFMODE #define NATURALFO =0x00000000 devices/narrator.h: *48
 DEFPITCH #define 110 =0x0000006 devices/narrator.h: *39
 DEFRATE #define 150 =0x00000096 devices/narrator.h: *40
 DEFSEX #define MALE =0x00000000 devices/narrator.h: *47
 DEFVOL #define 64 =0x00000040 devices/narrator.h: *41
 DELTAMOVE #define 0x00100000 =0x00100000 intuition/intuition.h: *658
 Depth char in struct BitMap
 +0x0005 graphics/gfx.h: *41
 Depth short int in struct Image
 +0x0008 intuition/intuition.h: *548
 Depth short int in struct NewScreen
 +0x0008 intuition/screens.h: *119
 Depth short int in struct VSprite
 +0x001e graphics/gels.h: *99
 Descendant pointer to struct Window in struct Window
 +0x0046 intuition/intuition.h: *742
 DEST #define 0x100 =0x00000100 hardware/blit.h: *48
 DestAddr short int in union (no tag)
 +0x0000 graphics/copper.h: *29
 DESTADDR #define u3.u4.ul.DestAddr
 +0x0000 graphics/copper.h: *42
 DestData short int in union (no tag)
 +0x0000 graphics/copper.h: *34
 DESTDATA #define u3.u4.u2.DestData
 +0x0000 graphics/copper.h: *44
 DetailPen char in struct Window
 +0x0062 intuition/intuition.h: *757
 DetailPen char in struct NewWindow
 +0x0008 intuition/intuition.h: *855
 DetailPen char in struct Screen

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+0x014a intuition/screens.h: *73
DetailPen char in struct NewScreen
+0x000a intuition/screens.h: *121
Device structure tag
  size 0x0022 exec/devices.h: *24
    exec/io.h: 20, 29
      devices/clipboard.h: 39
      devices/printer.h: 138, 152
DeviceData structure tag
  size 0x0034 devices/prtbase.h: *46, 60
DeviceList struct List (size 0x000e) in struct ExecBase
  +0x015e exec/execbase.h: *79
DeviceList structure tag
  size 0x002c libraries/dosextens.h: *225
DeviceNode structure tag
  size 0x002c libraries/expansion.h: 26
    libraries/filehandler.h: *96
DEVICES_AUDIO_H #define =0x00000000 devices/audio.h: *2
DEVICES_BOOTBLOCK_H #define =0x00000000 devices/bootblock.h: *2
DEVICES_CLIPBOARD_H #define =0x00000000 devices/clipboard.h: *2
DEVICES_CONSOLE_H #define =0x00000000 devices/console.h: *2
DEVICES_CONUNIT_H #define =0x00000000 devices/conunit.h: *2
DEVICES_GAMEPORT_H #define =0x00000000 devices/gameport.h: *2
DEVICES_HARDBLOCKS_H #define =0x00000000 devices/hardblocks.h: *2
DEVICES_INPUVENT_H #define =0x00000000 devices/inpuvent.h: *2
DEVICES_INPUT_H #define =0x00000000 devices/input.h: *2
DEVICES_KEYBOARD_H #define =0x00000000 devices/keyboard.h: *2
DEVICES_KEYMAP_H #define =0x00000000 devices/keymap.h: *2
DEVICES_NARRATOR_H #define =0x00000000 devices/narrator.h: *2
DEVICES_PARALLEL_H #define =0x00000000 devices/parallel.h: *2
DEVICES_PRINTER_H #define =0x00000000 devices/printer.h: *2
DEVICES_PRTBASE_H #define =0x00000000 devices/prtbase.h: *2
DEVICES_PRTGFX_H #define =0x00000000 devices/prtgfx.h: *2
DEVICES_SCSIDISK_H #define =0x00000000 devices/scsidisk.h: *2
DEVICES_SERIAL_H #define =0x00000000 devices/serial.h: *2
DEVICES_TIMER_H #define =0x00000000 devices/timer.h: *2
DEVICES_TRACKDISK_H #define =0x00000000 devices/trackdisk.h: *2
DevInfo structure tag
  size 0x002c libraries/dosextens.h: *239
DEV_ABORTIO #define (-36) =0xfffffff0 exec/io.h: *42
DEV_BEGINIO #define (-30) =0xffffffe2 exec/io.h: *41
DE_BLKSPERTRACK #define 5 =0x00000005 libraries/filehandler.h: *60
de_BlocksPerTrack unsigned int in struct DosEnvec
  +0x0014 libraries/filehandler.h: *37
de_BootPri int in struct DosEnvec
  +0x003c libraries/filehandler.h: *47
DE_BOOTPRI #define 15 =0x0000000f libraries/filehandler.h: *72
de_BufMemType unsigned int in struct DosEnvec
  +0x0030 libraries/filehandler.h: *44
DE_BUFMEMTYPE #define 12 =0x0000000c libraries/filehandler.h: *69
de_DosType unsigned int in struct DosEnvec
  +0x0040 libraries/filehandler.h: *48
DE_DOSTYPE #define 16 =0x00000010 libraries/filehandler.h: *75
de_HighCyl unsigned int in struct DosEnvec
  +0x0028 libraries/filehandler.h: *42
de_Interleave unsigned int in struct DosEnvec
  +0x0020 libraries/filehandler.h: *40
DE_INTERLEAVE #define 8 =0x00000008 libraries/filehandler.h: *63
de_LowCyl unsigned int in struct DosEnvec
  +0x0024 libraries/filehandler.h: *41
DE_LOWCYL #define 9 =0x00000009 libraries/filehandler.h: *64
de_Mask unsigned int in struct DosEnvec
  +0x0038 libraries/filehandler.h: *46
DE_MASK #define 14 =0x0000000e libraries/filehandler.h: *71
de_MaxTransfer unsigned int in struct DosEnvec
  +0x0034 libraries/filehandler.h: *45
DE_MAXTRANSFER #define 13 =0x0000000d libraries/filehandler.h: *70
DE_MEMBUFTYPE #define 12 =0x0000000c libraries/filehandler.h: *67
de_NumBuffers unsigned int in struct DosEnvec

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  +0x002c libraries/filehandler.h: *43
DE_NUMBUFFERS #define 11 =0x0000000b libraries/filehandler.h: *66
DE_NUMHEADS #define 3 =0x00000003 libraries/filehandler.h: *58
de_PreAlloc +0x001c unsigned int in struct DosEnvec
libraries/filehandler.h: *39
DE_PREFAC #define 7 =0x00000007 libraries/filehandler.h: *62
de_Reserve unsigned int in struct DosEnvec
libraries/filehandler.h: *38
DE_RESERVEDBLKS #define 6 =0x00000006 libraries/filehandler.h: *61
de_SecOrg +0x0008 unsigned int in struct DosEnvec
libraries/filehandler.h: *34
DE_SECORG #define 2 =0x00000002 libraries/filehandler.h: *57
DE_SECSPERBLK #define 4 =0x00000004 libraries/filehandler.h: *59
de_SectorPerBlock unsigned int in struct DosEnvec
libraries/filehandler.h: *36
de_SizeBlock +0x0010 unsigned int in struct DosEnvec
libraries/filehandler.h: *33
DE_SIZEBLOCK de_Surfaces +0x0004 unsigned int in struct DosEnvec
libraries/filehandler.h: *35
de_TableSize +0x0000 unsigned int in struct DosEnvec
libraries/filehandler.h: *32
DE_TABLESIZE DE_UPPERCYL dfh_DF +0x0000 unsigned short int in struct DiskFontHeader
libraries/diskfont.h: *51
dfh_FileID +0x000e libraries/diskfont.h: *52
DFH_ID dfh_Name +0x0016 #define 0 =0x00000000 libraries/diskfont.h: *40
dfh_Revision +0x0010 array [32] of char in struct DiskFontHeader
dfh_Segment +0x0012 libraries/diskfont.h: *55
dfh_TF +0x0036 unsigned short int in struct DiskFontHeader
libraries/diskfont.h: *53
DFTCH_MASK DHeight +0x001a int in struct DiskFontHeader
dfh_Area size 0x000e libraries/diskfont.h: *54
DiagArea +0x0000 struct TextFont (size 0x0034) in struct DiskFontHeader
libraries/diskfont.h: *56
DIMENSIONS_MASK #define 0xFF =0x000000ff graphics/display.h: *35
short int in struct ViewPort
graphics/view.h: *39
DIAB_630 #define 0x04 =0x00000004 intuition/preferences.h: *190
DIAB_ADV_D25 #define 0x05 =0x00000005 intuition/preferences.h: *191
DIAB_C_150 #define 0x06 =0x00000006 intuition/preferences.h: *192
structure tag
libraries/configregs.h: *191
array [4] of unsigned short int in struct copinit
graphics/copper.h: *78
#define (BOUNDED_DIMENSIONS|ABSOLUTE_DIMENSIONS|
PIXEL_DIMENSIONS|MULTIPLY_DIMENSIONS) =0x000000f0
intuition/preferences.h: *259
DiscResource structure tag
  size 0x0090 resources/disk.h: *48
DiscResourceUnit size 0x0056 structure tag
resources/disk.h: *41, 50
DiskFontHeader size 0x006a structure tag
libraries/diskfont.h: *43
DISKINSERTED #define 0x00008000 =0x00008000 intuition/intuition.h: *653
DISKNAME #define "disk.resource" resources/disk.h: *99
DiskObject size 0x004e structure tag
workbench/icon.h: 29
DISKREMOVED workbench/workbench.h: *51
DispCount +0x011c #define 0x00010000 =0x00010000 intuition/intuition.h: *654
unsigned int in struct ExecBase
exec/execbase.h: *57
DispCount +0x0012 short int in struct StringInfo
intuition/intuition.h: *463
DisplayFlags +0x00ce unsigned short int in struct GfxBase
graphics/gfxbase.h: *51
DispPos short int in struct StringInfo

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+0x000c intuition/intuition.h: *458
DITHERING_MASK #define (HALFTONE DITHERING|FLOYD_DITHERING) =0x00000600
intuition/preferences.h: *260
diwstop unsigned short int in struct Custom
+0x0090 hardware/custom.h: *77
diwstrt unsigned short int in struct Custom
+0x008e hardware/custom.h: *76
DIW_HORIZ_POS #define 0x7F =0x0000007f graphics/display.h: *30
DIW_VRTCL_POS #define 0x1FF =0x000001ff graphics/display.h: *31
DIW_VRTCL_POS_SHIFT #define 7 =0x00000007 graphics/display.h: *32
di_Devices int in struct DosInfo
+0x0008 libraries/dosextens.h: *189
di_DevInfo int in struct DosInfo
+0x0004 libraries/dosextens.h: *188
di_Handlers int in struct DosInfo
+0x000c libraries/dosextens.h: *190
di_McName int in struct DosInfo
+0x0000 libraries/dosextens.h: *187
di_NetHand pointer to pointer to char in struct DosInfo
+0x0010 libraries/dosextens.h: *191
DLT_DEVICE #define 0 =0x00000000 libraries/dosextens.h: *285
DLT_DIRECTORY #define 1 =0x00000001 libraries/dosextens.h: *286
DLT_VOLUME #define 2 =0x00000002 libraries/dosextens.h: *287
dl_A2 int in struct DosLibrary
+0x002a libraries/dosextens.h: *168
dl_A5 int in struct DosLibrary
+0x002e libraries/dosextens.h: *169
dl_A6 int in struct DosLibrary
+0x0032 libraries/dosextens.h: *170
dl_DiskType int in struct DeviceList
+0x0020 libraries/dosextens.h: *232
dl_GV pointer to pointer to char in struct DosLibrary
+0x0026 libraries/dosextens.h: *167
dl_lib struct Library (size 0x0022) in struct DosLibrary
libraries/dosextens.h: *165
dl_Lock int in struct DeviceList
+0x000c libraries/dosextens.h: *229
dl_LockList int in struct DeviceList
+0x001c libraries/dosextens.h: *231
dl_Name pointer to int in struct DeviceList
+0x0028 libraries/dosextens.h: *234
dl_Next int in struct DeviceList
+0x0000 libraries/dosextens.h: *226
dl_Root pointer to pointer to char in struct DosLibrary
+0x0022 libraries/dosextens.h: *166
dl_Task pointer to struct MsgPort in struct DeviceList
+0x0008 libraries/dosextens.h: *228
dl_Type int in struct DeviceList
+0x0004 libraries/dosextens.h: *227
dl_unused int in struct DeviceList
+0x0024 libraries/dosextens.h: *233
dl_VolumeDate struct DateStamp (size 0x000c) in struct DeviceList
+0x0010 libraries/dosextens.h: *230
DMAF_AUDIO #define 0 =0x00000000 hardware/dmabits.h: *35
DMAF_AUD1 #define 1 =0x00000001 hardware/dmabits.h: *36
DMAF_AUD2 #define 2 =0x00000002 hardware/dmabits.h: *37
DMAF_AUD3 #define 3 =0x00000003 hardware/dmabits.h: *38
DMAF_BLITHOG #define 10 =0x0000000a hardware/dmabits.h: *45
DMAF_BLITTER #define 6 =0x00000006 hardware/dmabits.h: *41
DMAF_BLTDONE #define 14 =0x0000000e hardware/dmabits.h: *46
DMAF_BLTNZERO #define 13 =0x0000000d hardware/dmabits.h: *47
DMAF_COUPPER #define 7 =0x00000007 hardware/dmabits.h: *42
DMAF_DISK #define 4 =0x00000004 hardware/dmabits.h: *39
DMAF_MASTER #define 9 =0x00000009 hardware/dmabits.h: *44
DMAF_RASTER #define 8 =0x00000008 hardware/dmabits.h: *43
DMAF_SETCLR #define 15 =0x0000000f hardware/dmabits.h: *34
DMAF_SPRITE #define 5 =0x00000005 hardware/dmabits.h: *40
dmacon unsigned short int in struct Custom
+0x0096 hardware/custom.h: *80

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dmaconr unsigned short int in struct Custom
+0x0002 hardware/custom.h: *21
DMAF_ALL #define 0x01FF =0x000001ff hardware/dmabits.h: *27
DMAF_AUDIO #define 0x0001 =0x00000001 hardware/dmabits.h: *16
DMAF_AUD1 #define 0x0002 =0x00000002 hardware/dmabits.h: *17
DMAF_AUD2 #define 0x0004 =0x00000004 hardware/dmabits.h: *18
DMAF_AUD3 #define 0x0008 =0x00000008 hardware/dmabits.h: *19
DMAF_AUDIO #define 0x000F =0x0000000f hardware/dmabits.h: *15
DMAF_BLITHOG #define 0x0400 =0x00000400 hardware/dmabits.h: *26
DMAF_BLITTER #define 0x0040 =0x00000040 hardware/dmabits.h: *22
DMAF_BLTDONE #define 0x4000 =0x00004000 hardware/dmabits.h: *31
DMAF_BLTNZERO #define 0x2000 =0x00000200 hardware/dmabits.h: *32
DMAF_COUPPER #define 0x0080 =0x00000080 hardware/dmabits.h: *23
DMAF_DISK #define 0x0010 =0x00000010 hardware/dmabits.h: *20
DMAF_MASTER #define 0x0200 =0x00000200 hardware/dmabits.h: *25
DMAF_RASTER #define 0x0100 =0x00000100 hardware/dmabits.h: *24
DMAF_SETCLR #define 0x8000 =0x00000800 hardware/dmabits.h: *14
DMAF_SPRITE #define 0x0020 =0x00000020 hardware/dmabits.h: *21
DMRequest pointer to struct Requester in struct Window
+0x0028 intuition/intuition.h: *713
dn_GlobalVec int in struct DeviceNode
+0x0024 libraries/filehandler.h: *109
dn_Handler int in struct DeviceNode
+0x0010 libraries/filehandler.h: *103
dn_Lock int in struct DeviceNode
+0x000c libraries/filehandler.h: *102
dn_Name int in struct DeviceNode
+0x0028 libraries/filehandler.h: *117
dn_Next int in struct DeviceNode
+0x0000 libraries/filehandler.h: *97
dn_Priority int in struct DeviceNode
+0x0018 libraries/filehandler.h: *105
dn_SegList int in struct DeviceNode
+0x0020 libraries/filehandler.h: *107
dn_StackSize unsigned int in struct DeviceNode
+0x0014 libraries/filehandler.h: *104
dn_Startup int in struct DeviceNode
+0x001c libraries/filehandler.h: *106
dn_Task pointer to struct MsgPort in struct DeviceNode
+0x0008 libraries/filehandler.h: *99
dn_Type unsigned int in struct DeviceNode
+0x0004 libraries/filehandler.h: *98
dol_DiskType int in struct (no tag)
+0x0010 libraries/dosextens.h: *275
dol_GlobVec int in struct (no tag)
+0x0014 libraries/dosextens.h: *267
dol_Handler int in struct (no tag)
+0x0000 libraries/dosextens.h: *262
dol_handler struct (no tag) (size 0x0018) in union (no tag)
+0x0000 libraries/dosextens.h: *270
dol_Lock int in struct DosList
+0x000c libraries/dosextens.h: *259
dol_LockList int in struct (no tag)
+0x000c libraries/dosextens.h: *274
dol_misc union (no tag) (size 0x0018) in struct DosList
+0x0010 libraries/dosextens.h: *278
dol_Name int in struct DosList
+0x0028 libraries/dosextens.h: *280
dol_Next int in struct DosList
+0x0000 libraries/dosextens.h: *256
dol_Priority int in struct (no tag)
+0x0008 libraries/dosextens.h: *264
dol_SegList int in struct (no tag)
+0x0010 libraries/dosextens.h: *266
dol_StackSize int in struct (no tag)
+0x0004 libraries/dosextens.h: *263
dol_Startup unsigned int in struct (no tag)
+0x000c libraries/dosextens.h: *265
dol_Task pointer to struct MsgPort in struct DosList

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+0x0008 libraries/dosextens.h: *258
dol_Type int in struct DosList
+0x0004 libraries/dosextens.h: *257
dol_volume struct (no tag) (size 0x0014) in union (no tag)
+0x0000 libraries/dosextens.h: *276
dol_VolumeDate struct DateStamp (size 0x000c) in struct (no tag)
+0x0000 libraries/dosextens.h: *273
DosEnvec structure tag
size 0x0044 libraries/filehandler.h: *31
#define (OL) libraries/dos.h: *22
DosInfo structure tag
size 0x0014 libraries/dosextens.h: *186
DosLibrary structure tag
size 0x0036 libraries/dosextens.h: *164
DosList structure tag
size 0x002c libraries/dosextens.h: *255
#define "dos.library" libraries/dos.h: *17
DosPacket structure tag
size 0x0030 libraries/dosextens.h: *79, 112
#define (-LI) libraries/dos.h: *21
DOSTRU
DOUBLE
DoubleClick struct timeval (size 0x0008) in struct Preferences
intuition/preferences.h: *56
+0x0014
do_CurrentX int in struct DiskObject
+0x003a workbench/workbench.h: *58
do_CurrentY int in struct DiskObject
+0x003e workbench/workbench.h: *59
do_DefaultTool pointer to char in struct DiskObject
+0x0032 workbench/workbench.h: *56
do_DrawerData pointer to struct DrawerData in struct DiskObject
workbench/workbench.h: *60
+0x0042
do_Gadget struct Gadget (size 0x002c) in struct DiskObject
workbench/workbench.h: *54
+0x0004
do_Magic unsigned short int in struct DiskObject
+0x0000 workbench/workbench.h: *52
do_StackSize int in struct DiskObject
+0x004a workbench/workbench.h: *62
do_ToolTypes pointer to pointer to char in struct DiskObject
workbench/workbench.h: *57
+0x0036
do_ToolWindow pointer to char in struct DiskObject
workbench/workbench.h: *61
+0x0046
do_Type char in struct DiskObject
workbench/workbench.h: *55
+0x0030
do_Version unsigned short int in struct DiskObject
workbench/workbench.h: *53
+0x0002
DPB_DEAD #define 3 =0x00000003 devices/keymap.h: *67
DPB_MOD #define 0 =0x00000000 devices/keymap.h: *65
DPF_DEAD #define 0x08 =0x00000008 devices/keymap.h: *68
DPF_MOD #define 0x01 =0x00000001 devices/keymap.h: *66
DP_2DFACSHIFT #define 4 =0x00000004 devices/keymap.h: *71
DP_2DINDEXMASK #define 0x0f =0x0000000f devices/keymap.h: *70
dp_Action #define dp_Type =0x00000000 libraries/dosextens.h: *93
dp_Arg1 int in struct DosPacket
+0x0014 libraries/dosextens.h: *97
dp_Arg2 int in struct DosPacket
+0x0018 libraries/dosextens.h: *98
dp_Arg3 int in struct DosPacket
+0x001c libraries/dosextens.h: *99
dp_Arg4 int in struct DosPacket
+0x0020 libraries/dosextens.h: *100
dp_Arg5 int in struct DosPacket
+0x0024 libraries/dosextens.h: *101
dp_Arg6 int in struct DosPacket
+0x0028 libraries/dosextens.h: *102
dp_Arg7 int in struct DosPacket
+0x002c libraries/dosextens.h: *103
dp_BufAddr #define dp_Arg1 =0x00000000 libraries/dosextens.h: *96
dp_Link pointer to struct Message in struct DosPacket
libraries/dosextens.h: *80

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dp_Port pointer to struct MsgPort in struct DosPacket
+0x0004 libraries/dosextens.h: *81
dp_Res1 int in struct DosPacket
+0x000c libraries/dosextens.h: *86
dp_Res2 int in struct DosPacket
+0x0010 libraries/dosextens.h: *90
#define dp_Res1 =0x00000000 libraries/dosextens.h: *94
#define dp_Res2 =0x00000000 libraries/dosextens.h: *95
dp_Type int in struct DosPacket
libraries/dosextens.h: *83
DRAFT #define 0x000 =0x00000000 intuition/preferences.h: *158
DrawCircle Macro (4 arguments) graphics/gfxmacros.h: *37
DrawerData structure tag
size 0x0038 workbench/workbench.h: *41, 60
DRAWERDATAFILESIZE #define (sizeof(struct DrawerData))
workbench/workbench.h: *48
DrawMode char in struct RastPort
+0x001c graphics/rastport.h: *62
DrawMode char in struct IntuiText
+0x0002 intuition/intuition.h: *497
DrawMode char in struct Border
intuition/intuition.h: *526
DrawPath pointer to struct VSprite in struct VSprite
graphics/gels.h: *79
DRB_ACTIVE #define 7 =0x00000007 resources/disk.h: *67
DRB_ALLOC0 #define 0 =0x00000000 resources/disk.h: *63
DRB_ALLOC1 #define 1 =0x00000001 resources/disk.h: *64
DRB_ALLOC2 #define 2 =0x00000002 resources/disk.h: *65
DRB_ALLOC3 #define 3 =0x00000003 resources/disk.h: *66
DRF_ACTIVE #define (1<7) =0x00000080 resources/disk.h: *73
DRF_ALLOC0 #define (1<0) =0x00000001 resources/disk.h: *69
DRF_ALLOC1 #define (1<1) =0x00000002 resources/disk.h: *70
DRF_ALLOC2 #define (1<2) =0x00000004 resources/disk.h: *71
DRF_ALLOC3 #define (1<3) =0x00000008 resources/disk.h: *72
DRIVE3_5 #define 1 =0x00000001 devices/trackdisk.h: *148
DRIVE5_25 #define 2 =0x00000002 devices/trackdisk.h: *149
DRT_37422D2S #define (0x55555555) =0x55555555 resources/disk.h: *118
DRT_AMIGA #define (0x00000000) =0x00000000 resources/disk.h: *117
DRT_EMPTY #define (0xffffffff) =0xffffffff resources/disk.h: *119
dru_DiscBlock struct Interrupt (size 0x0016) in struct DiscResourceUnit
resources/disk.h: *43
dru_DiscSync struct Interrupt (size 0x0016) in struct DiscResourceUnit
resources/disk.h: *44
dru_Index struct Interrupt (size 0x0016) in struct DiscResourceUnit
resources/disk.h: *45
dru_Message struct Message (size 0x0014) in struct DiscResourceUnit
resources/disk.h: *42
DR_ALLOCUNIT #define (LIB_BASE - 0*LIB_VECTSIZE) =0xfffffff4
resources/disk.h: *102
dr_CiaResource pointer to struct Library in struct DiscResource
resources/disk.h: *54
dr_Current pointer to struct DiscResourceUnit in struct DiscResource
resources/disk.h: *50
dr_DiscBlock struct Interrupt (size 0x0016) in struct DiscResource
resources/disk.h: *57
dr_DiscSync struct Interrupt (size 0x0016) in struct DiscResource
resources/disk.h: *58
dr_Flags char in struct DiscResource
resources/disk.h: *51
DR_FREEUNIT #define (LIB_BASE - 1*LIB_VECTSIZE) =0xfffffff4
resources/disk.h: *103
#define (LIB_BASE - 2*LIB_VECTSIZE) =0xfffffff4
resources/disk.h: *104
#define (LIB_BASE - 4*LIB_VECTSIZE) =0xfffffff4
resources/disk.h: *106
#define (LIB_BASE - 3*LIB_VECTSIZE) =0xfffffff4
resources/disk.h: *105
dr_Index struct Interrupt (size 0x0016) in struct DiscResource
resources/disk.h: *59

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DR_LASTCOMM #define (DR_GIVEUNIT) =0xffffffe8 resources/disk.h: *109
dr_Library struct Library (size 0x0022) in struct DiscResource
dr_Library +0x0000 resources/disk.h: *49
dr_pad char in struct DiscResource
dr_pad +0x0027 resources/disk.h: *52
dr_SysLib pointer to struct Library in struct DiscResource
dr_SysLib +0x0028 resources/disk.h: *53
dr_UnitID array [4] of unsigned int in struct DiscResource
dr_UnitID +0x0030 resources/disk.h: *55
dr_Waiting struct List (size 0x000e) in struct DiscResource
dr_Waiting +0x0040 resources/disk.h: *56
dskbytr unsigned short int in struct Custom
dskbytr +0x001a hardware/custom.h: *33
dskdat unsigned short int in struct Custom
dskdat +0x0026 hardware/custom.h: *38
dskdatr unsigned short int in struct Custom
dskdatr +0x0008 hardware/custom.h: *24
DSKDMAOFF #define 0x4000 =0x00004000 resources/disk.h: *84
dsklen unsigned short int in struct Custom
dsklen +0x0024 hardware/custom.h: *37
dskpt pointer to pointer to char in struct Custom
dskpt +0x0020 hardware/custom.h: *36
dksync unsigned short int in struct Custom
dksync +0x007e hardware/custom.h: *70
DspIns pointer to struct CopList in struct ViewPort
DspIns +0x0008 graphics/view.h: *35
DSR_CPR #define 6 =0x00000006 devices/console.h: *76
ds_Days int in struct DateStamp
ds_Days +0x0000 libraries/dos.h: *50
ds_Minute int in struct DateStamp
ds_Minute +0x0004 libraries/dos.h: *51
ds_Tick int in struct DateStamp
ds_Tick +0x0008 libraries/dos.h: *52
DUALPF #define 0x400 =0x00000400 graphics/view.h: *59
dummy char in struct RastPort
dummy +0x001f graphics/rastport.h: *65
dvi_GlobVec int in struct DevInfo
dvi_GlobVec +0x0024 libraries/dosextens.h: *249
dvi_Handler int in struct DevInfo
dvi_Handler +0x0010 libraries/dosextens.h: *244
dvi_Lock int in struct DevInfo
dvi_Lock +0x000c libraries/dosextens.h: *243
dvi_Name int in struct DevInfo
dvi_Name +0x0028 libraries/dosextens.h: *250
dvi_Next int in struct DevInfo
dvi_Next +0x0000 libraries/dosextens.h: *240
dvi_Priority int in struct DevInfo
dvi_Priority +0x0018 libraries/dosextens.h: *246
dvi_SegList int in struct DevInfo
dvi_SegList +0x0020 libraries/dosextens.h: *248
dvi_StackSize int in struct DevInfo
dvi_StackSize +0x0014 libraries/dosextens.h: *245
dvi_Startup int in struct DevInfo
dvi_Startup +0x001c libraries/dosextens.h: *247
dvi_Task pointer to pointer to char in struct DevInfo
dvi_Task +0x0008 libraries/dosextens.h: *242
dvi_Type int in struct DevInfo
dvi_Type +0x0004 libraries/dosextens.h: *241
DWidth short int in struct ViewPort
DWidth +0x0018 graphics/view.h: *39
DxOffset short int in struct ViewPort
DxOffset +0x001c graphics/view.h: *40
DxOffset short int in struct View
DxOffset +0x000e graphics/view.h: *52
DyOffset short int in struct ViewPort
DyOffset +0x001e graphics/view.h: *40
DyOffset short int in struct View
DyOffset +0x000c graphics/view.h: *52
DyOffset short int in struct CopList

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+0x0020 graphics/copper.h: *66
E #define ((float) 2.718281828459045) libraries/mathffp.h: *20
ECIB_INT2PEND #define 4 =0x00000004 libraries/configregs.h: *141
ECIB_INT6PEND #define 5 =0x00000005 libraries/configregs.h: *142
ECIB_INT7PEND #define 6 =0x00000006 libraries/configregs.h: *143
ECIB_INTENA #define 1 =0x00000001 libraries/configregs.h: *139
ECIB_INTERRUPTING #define 7 =0x00000007 libraries/configregs.h: *144
ECIB_RESET #define 3 =0x00000003 libraries/configregs.h: *140
ECIF_INT2PEND #define (1<<4) =0x00000010 libraries/configregs.h: *148
ECIF_INT6PEND #define (1<<5) =0x00000020 libraries/configregs.h: *149
ECIF_INT7PEND #define (1<<6) =0x00000040 libraries/configregs.h: *150
ECIF_INTENA #define (1<<1) =0x00000002 libraries/configregs.h: *146
ECIF_INTERRUPTING #define (1<<7) =0x00000080 libraries/configregs.h: *151
ECIF_RESET #define (1<<3) =0x00000008 libraries/configregs.h: *147
ECOFFSET Macro (1 argument) libraries/configregs.h: *160
ec_BaseAddress char in struct ExpansionControl
ec_BaseAddress +0x0002 libraries/configregs.h: *47
ec_Interrupt char in struct ExpansionControl
ec_Interrupt +0x0000 libraries/configregs.h: *45
EC_MEMADDR Macro (1 argument) libraries/configregs.h: *155
ec_Reserved11 char in struct ExpansionControl
ec_Reserved11 +0x0001 libraries/configregs.h: *46
ec_Reserved14 char in struct ExpansionControl
ec_Reserved14 +0x0004 libraries/configregs.h: *49
ec_Reserved15 char in struct ExpansionControl
ec_Reserved15 +0x0005 libraries/configregs.h: *50
ec_Reserved16 char in struct ExpansionControl
ec_Reserved16 +0x0006 libraries/configregs.h: *51
ec_Reserved17 char in struct ExpansionControl
ec_Reserved17 +0x0007 libraries/configregs.h: *52
ec_Reserved18 char in struct ExpansionControl
ec_Reserved18 +0x0008 libraries/configregs.h: *53
ec_Reserved19 char in struct ExpansionControl
ec_Reserved19 +0x0009 libraries/configregs.h: *54
ec_Reservela char in struct ExpansionControl
ec_Reservela +0x000a libraries/configregs.h: *55
ec_Reserve ldb char in struct ExpansionControl
ec_Reserve ldb +0x000b libraries/configregs.h: *56
ec_Reserve dlc char in struct ExpansionControl
ec_Reserve dlc +0x000c libraries/configregs.h: *57
ec_Reserve dld char in struct ExpansionControl
ec_Reserve dld +0x000d libraries/configregs.h: *58
ec_Reserve dle char in struct ExpansionControl
ec_Reserve dle +0x000e libraries/configregs.h: *59
ec_Reserve dlf char in struct ExpansionControl
ec_Reserve dlf +0x000f libraries/configregs.h: *60
ec_Shutup char in struct ExpansionControl
ec_Shutup +0x0003 EIGHT_LPI
Elapsed #define 0x200 =0x00000200 intuition/preferences.h: *163
Elapsed unsigned short int in struct ExecBase
Elapsed exec/execbase.h: *59
ELITE #define 0x400 =0x00000400 intuition/preferences.h: *154
EnableCLI short int in struct Preferences
EnableCLI +0x007c intuition/preferences.h: *78
ENDGADGET #define 0x0004 =0x00000004 intuition/intuition.h: *294
EPSON #define 0x07 =0x00000007 intuition/preferences.h: *193
EPSON_JX_80 #define 0x08 =0x00000008 intuition/preferences.h: *194
ERFB_MEMSPACE #define 7 =0x00000007 libraries/configregs.h: *120
ERFB_NOSHUTUP #define 6 =0x00000006 libraries/configregs.h: *124
ERFF_MEMSPACE #define (1<<7) =0x00000080 libraries/configregs.h: *126
ERFF_NOSHUTUP #define (1<<6) =0x00000040 libraries/configregs.h: *127
EROFFSET Macro (1 argument) libraries/configregs.h: *158
ERROR_ACTION_NOT_KNOWN #define 209 =0x00000011 libraries/dos.h: *145
ERROR_BAD_STREAM_NAME #define 206 =0x000000ce libraries/dos.h: *143
ERROR_COMMENT_TOO_BIG #define 220 =0x000000dc libraries/dos.h: *156
ERROR_DELETE_PROTECTED #define 222 =0x000000de libraries/dos.h: *158
ERROR_DEVICE_NOT_MOUNTED #define 218 =0x000000da libraries/dos.h: *154
ERROR_DIRECTORY_NOT_EMPTY #define 216 =0x000000d8 libraries/dos.h: *152
ERROR_DIR_NOT_FOUND #define 204 =0x000000cc libraries/dos.h: *141

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ERROR_DISK_FULL #define 221 =0x000000dd libraries/dos.h: *157
ERROR_DISK_NOT_VALIDATED #define 213 =0x000000d5 libraries/dos.h: *149
ERROR_DISK_WRITE_PROTECTED #define 214 =0x000000d6 libraries/dos.h: *150
ERROR_FILE_NOT_OBJECT #define 121 =0x00000079 libraries/dos.h: *136
ERROR_INVALID_COMPONENT_NAME #define 210 =0x000000d2 libraries/dos.h: *146
ERROR_INVALID_LOCK #define 211 =0x000000d3 libraries/dos.h: *147
ERROR_INVALID_RESIDENT_LIBRARY #define 122 =0x0000007a libraries/dos.h: *137
ERROR_LINE_TOO_LONG #define 120 =0x00000078 libraries/dos.h: *135
ERROR_NOT_A_DOS_DISK #define 225 =0x000000e1 libraries/dos.h: *161
ERROR_NO_DEFAULT_DIR #define 201 =0x000000c9 libraries/dos.h: *138
ERROR_NO_DISK #define 226 =0x000000e2 libraries/dos.h: *162
ERROR_NO_FREE_STORE #define 103 =0x00000067 libraries/dos.h: *133
ERROR_NO_MORE_ENTRIES #define 232 =0x000000e8 libraries/dos.h: *163
ERROR_OBJECT_EXISTS #define 203 =0x000000cb libraries/dos.h: *140
ERROR_OBJECT_IN_USE #define 202 =0x000000ca libraries/dos.h: *139
ERROR_OBJECT_NOT_FOUND #define 205 =0x000000cd libraries/dos.h: *142
ERROR_OBJECT_TOO_LARGE #define 207 =0x000000cf libraries/dos.h: *144
ERROR_OBJECT_WRONG_TYPE #define 212 =0x000000d4 libraries/dos.h: *148
ERROR_READ_PROTECTED #define 224 =0x000000e0 libraries/dos.h: *160
ERROR_RENAME_ACROSS_DEVICES #define 215 =0x000000d7 libraries/dos.h: *151
ERROR_SEEK_ERROR #define 219 =0x000000db libraries/dos.h: *155
ERROR_TASK_TABLE_FULL #define 105 =0x00000069 libraries/dos.h: *134
ERROR_TOO_MANY_LEVELS #define 217 =0x000000d9 libraries/dos.h: *153
ERROR_WRITE_PROTECTED #define 223 =0x000000df libraries/dos.h: *159
ERTB_CHAINEDCONFIG #define 3 =0x00000003 libraries/configregs.h: *108
ERTB_DIAGVALID #define 4 =0x00000004 libraries/configregs.h: *109
ERTB_MEMLIST #define 5 =0x00000005 libraries/configregs.h: *110
ERTC_CHAINEDCONFIG #define (1<<3) =0x00000008 libraries/configregs.h: *112
ERTF_DIAGVALID #define (1<<4) =0x00000010 libraries/configregs.h: *113
ERTF_MEMLIST #define (1<<5) =0x00000020 libraries/configregs.h: *114
ERT_MEMBIT #define 0 =0x00000000 libraries/configregs.h: *103
ERT_MEMMASK Macro (1 argument) libraries/configregs.h: *132
ERT_MEMNEEDED Macro (1 argument) libraries/configregs.h: *132
ERT_MEMSIZE #define 3 =0x00000003 libraries/configregs.h: *104
ERT_NEWBOARD #define 0xc0 =0x000000c0 libraries/configregs.h: *98
ERT_SLOTNEEDED Macro (1 argument) libraries/configregs.h: *136
ERT_TYPEBIT #define 6 =0x00000006 libraries/configregs.h: *96
ERT_TYPEMASK #define 0xc0 =0x000000c0 libraries/configregs.h: *95
ERT_TYPESIZE #define 2 =0x00000002 libraries/configregs.h: *97
er_Flags
    +0x0002 char in struct ExpansionRom
    +0x0002 libraries/configregs.h: *33
er_InitDiagVec unsigned short int in struct ExpansionRom
    +0x000a libraries/configregs.h: *37
er_Manufacturer unsigned short int in struct ExpansionRom
    +0x0004 libraries/configregs.h: *35
er_Product char in struct ExpansionRom
    +0x0001 libraries/configregs.h: *32
er_Reserved03 char in struct ExpansionRom
    +0x0003 libraries/configregs.h: *34
er_Reserved0c char in struct ExpansionRom
    +0x000c libraries/configregs.h: *38
er_Reserved0d char in struct ExpansionRom
    +0x000d libraries/configregs.h: *39
er_Reserved0e char in struct ExpansionRom
    +0x000e libraries/configregs.h: *40
er_Reserved0f char in struct ExpansionRom
    +0x000f libraries/configregs.h: *41
er_SerialNumber unsigned int in struct ExpansionRom
    +0x0006 libraries/configregs.h: *36
er_Type char in struct ExpansionRom
    +0x0000 libraries/configregs.h: *31
ETD_CLEAR #define (CMD_CLEAR|TDF_EXTCOM) =0x00008005
devices/trackdisk.h: *103
ETD_FORMAT #define (TD_FORMAT|TDF_EXTCOM) =0x0000800b
devices/trackdisk.h: *101
ETD_MOTOR #define (TD_MOTOR|TDF_EXTCOM) =0x00008009
devices/trackdisk.h: *99
ETD_RAWREAD #define (TD_RAWREAD|TDF_EXTCOM) =0x00008010
devices/trackdisk.h: *104

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ETD_RAWWRITE #define (TD_RAWWRITE|TDF_EXTCOM) =0x00008011
devices/trackdisk.h: *105
ETD_READ #define (CMD_READ|TDF_EXTCOM) =0x00008002
devices/trackdisk.h: *98
ETD_SEEK #define (TD_SEEK|TDF_EXTCOM) =0x0000800a
devices/trackdisk.h: *100
ETD_UPDATE #define (CMD_UPDATE|TDF_EXTCOM) =0x00008004
devices/trackdisk.h: *102
ETD_WRITE #define (CMD_WRITE|TDF_EXTCOM) =0x00008003
devices/trackdisk.h: *97
EXCLUSIVE_LOCK #define -1 =0xffffffff libraries/dos.h: *46
structure tag
ExecBase size 0x024c
exec/execbase.h: *30
libraries/romboot_base.h: 35
pointer to pointer to char in struct ExpansionBase
libraries/expansionbase.h: *48
ExecBase +0x0024 pointer to struct ExecBase in struct RomBootBase
libraries/romboot_base.h: *35
ExecBaseNewReserved array [20] of char in struct ExecBase
+0x0238 exec/execbase.h: *120
ExecBaseReserved array [10] of char in struct ExecBase
+0x022e exec/execbase.h: *119
ExecMessage struct Message (size 0x0014) in struct IntuiMessage
+0x0000 intuition/intuition.h: *598
#define "exec.library" exec/execname.h: *13
EXECNAME #define =0x00000000 exec/alerts.h: *2
EXEC_ALERTS_H #define =0x00000000 exec/devices.h: *2
EXEC_DEVICES_H #define =0x00000000 exec/errors.h: *2
EXEC_ERRORS_H #define =0x00000000 exec/execbase.h: *2
EXEC_EXECBASE_H #define =0x00000000 exec/execname.h: *2
EXEC_EXECNAME_H #define =0x00000000 exec/exec.h: *2
EXEC_EXEC_H #define =0x00000000 exec/interrupts.h: *2
EXEC_INTERRUPTS_H #define =0x00000000 exec/io.h: *2
EXEC_IO_H #define =0x00000000 exec/libraries.h: *2
EXEC_LIBRARIES_H #define =0x00000000 exec/lists.h: *2
EXEC_LISTS_H #define =0x00000000 exec/memory.h: *2
EXEC_MEMORY_H #define =0x00000000 exec/nodes.h: *2
EXEC_NODES_H #define =0x00000000 exec/ports.h: *2
EXEC_PORTS_H #define =0x00000000 exec/resident.h: *2
EXEC_RESIDENT_H #define =0x00000000 exec/seaphores.h: *2
EXEC_SEAPHORES_H #define =0x00000000 exec/tasks.h: *2
EXEC_TASKS_H #define =0x00000000 exec/types.h: *2
EXEC_TYPES_H #define SPExp =0x00000000 libraries/mathffp.h: *43
exp #define IEEEDEPExp =0x00000000 libraries/mathieedp.h: *44
structure tag
ExpansionBase size 0x01c8
libraries/expansionbase.h: *43
ExpansionControl size 0x0010
libraries/configregs.h: *44
ExpansionInt size 0x0006
libraries/expansionbase.h: *35
EXPANSIONNAME #define "expansion.library" libraries/expansion.h: *13
structure tag
ExpansionRom size 0x0010
libraries/configregs.h: *30
libraries/configvars.h: 30
pointer to char in struct Window
intuition/intuition.h: *781
pointer to char in struct Screen
intuition/screens.h: *83
#define 0x80 =0x00000080 graphics/view.h: *67
char in struct Preferences
intuition/preferences.h: *125
#define 0xe80000 =0x00e80000 libraries/configregs.h: *82
#define 0x080000 =0x00080000 libraries/configregs.h: *83
#define 8 =0x00000008 libraries/configregs.h: *84
#define 0x200000 =0x00200000 libraries/configregs.h: *86
#define 0x800000 =0x00800000 libraries/configregs.h: *87
#define 128 =0x00000080 libraries/configregs.h: *88
#define 0xffff =0x0000ffff libraries/configregs.h: *76
#define 16 =0x00000010 libraries/configregs.h: *77

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E_SLOTSIZE      #define 0x10000 =0x00010000 libraries/configregs.h: *75
fabs           #define SPAbs =0x00000000 libraries/mathffp.h: *33
fabs           #define IEEEEDPabs =0x00000000 libraries/mathieeedp.h: *34
FALSE          #define 0 =0x00000000 exec/types.h: *51
FANFOLD         #define 0x00 =0x00000000 intuition/preferences.h: *149
fatten_count    char in struct Layer_Info
                  +0x005a  graphics/layers.h: *42
fch_FileID     unsigned short int in struct FontContentsHeader
                  +0x0000  libraries/diskfont.h: *35
FCH_ID          #define 0x0f00 =0x00000f00 libraries/diskfont.h: *32
fch_NumEntries   unsigned short int in struct FontContentsHeader
                  +0x0002  libraries/diskfont.h: *36
fc_FileName     array [256] of char in struct FontContents
                  +0x0000  libraries/diskfont.h: *26
fc_Flags        char in struct FontContents
                  +0x0103  libraries/diskfont.h: *29
fc_Style         char in struct FontContents
                  +0x0102  libraries/diskfont.h: *28
fc_YSize         unsigned short int in struct FontContents
                  +0x0100  libraries/diskfont.h: *27
FEMALE          #define 1 =0x00000001 devices/narrator.h: *44
FgPen            char in struct RastPort
                  +0x0019  graphics/rastport.h: *59
fhb_ChkSum      int in struct FileSysHeaderBlock
                  +0x0008  devices/hardblocks.h: *153
fhb_DosType     unsigned int in struct FileSysHeaderBlock
                  +0x0020  devices/hardblocks.h: *158
fhb_Flags       unsigned int in struct FileSysHeaderBlock
                  +0x0014  devices/hardblocks.h: *156
fhb_GlobalVec   int in struct FileSysHeaderBlock
                  +0x004c  devices/hardblocks.h: *175
fhb_Handler     unsigned int in struct FileSysHeaderBlock
                  +0x0038  devices/hardblocks.h: *168
fhb_HostID      unsigned int in struct FileSysHeaderBlock
                  +0x000c  devices/hardblocks.h: *154
fhb_ID          unsigned int in struct FileSysHeaderBlock
                  +0x0000  devices/hardblocks.h: *151
fhb_Lock         unsigned int in struct FileSysHeaderBlock
                  +0x0034  devices/hardblocks.h: *167
fhb_Next         unsigned int in struct FileSysHeaderBlock
                  +0x0010  devices/hardblocks.h: *155
fhb_PatchFlags   unsigned int in struct FileSysHeaderBlock
                  +0x0028  devices/hardblocks.h: *161
fhb_Priority     int in struct FileSysHeaderBlock
                  +0x0040  devices/hardblocks.h: *170
fhb_Reserved1    array [2] of unsigned int in struct FileSysHeaderBlock
                  +0x0018  devices/hardblocks.h: *157
fhb_Reserved2    array [23] of unsigned int in struct FileSysHeaderBlock
                  +0x0050  devices/hardblocks.h: *176
fhb_Reserved3    array [21] of unsigned int in struct FileSysHeaderBlock
                  +0x00ac  devices/hardblocks.h: *177
fhb_SegListBlocks int in struct FileSysHeaderBlock
                  +0x0048  devices/hardblocks.h: *172
fhb_StackSize    unsigned int in struct FileSysHeaderBlock
                  +0x003c  devices/hardblocks.h: *169
fhb_Startup      int in struct FileSysHeaderBlock
                  +0x0044  devices/hardblocks.h: *171
fhb_SummedLongs  unsigned int in struct FileSysHeaderBlock
                  +0x0004  devices/hardblocks.h: *152
fhb_Task          unsigned int in struct FileSysHeaderBlock
                  +0x0030  devices/hardblocks.h: *166
fhb_Type         unsigned int in struct FileSysHeaderBlock
                  +0x002c  devices/hardblocks.h: *165
fhb_Version      unsigned int in struct FileSysHeaderBlock
                  +0x0024  devices/hardblocks.h: *160
fh_Arg1          #define fh_Args =0x00000000 libraries/dosextens.h: *73
fh_Arg2          int in struct FileHandle
                  +0x0028  libraries/dosextens.h: *74
fh_Args          int in struct FileHandle

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fh_Buf          +0x0024  libraries/dosextens.h: *72
                int in struct FileHandle
fh_End          +0x000c  libraries/dosextens.h: *65
                int in struct FileHandle
fh_Func1        +0x0014  libraries/dosextens.h: *67
                #define fh_Funcs =0x00000000 libraries/dosextens.h: *69
fh_Func2        +0x001c  libraries/dosextens.h: *70
                int in struct FileHandle
fh_Func3        +0x0020  libraries/dosextens.h: *71
                int in struct FileHandle
fh_Funcs        +0x0018  libraries/dosextens.h: *68
                pointer to struct Message in struct FileHandle
fh_Link         +0x0000  libraries/dosextens.h: *61
                pointer to struct MsgPort in struct FileHandle
fh_Port         +0x0004  libraries/dosextens.h: *62
                int in struct FileHandle
fh_Pos          +0x0010  libraries/dosextens.h: *66
                pointer to struct MsgPort in struct FileHandle
fh_Type         +0x0008  libraries/dosextens.h: *63
                #define 4 =0x00000004 libraries/dos.h: *76
                #define 0 =0x00000000 libraries/dos.h: *80
                #define 1 =0x00000001 libraries/dos.h: *79
                #define 5 =0x00000005 libraries/dos.h: *75
                #define 3 =0x00000003 libraries/dos.h: *77
                #define 6 =0x00000006 libraries/dos.h: *74
                #define 2 =0x00000002 libraries/dos.h: *78
                #define (1<<FIBB_ARCHIVE) =0x00000010 libraries/dos.h: *83
                #define (1<<FIBB_DELETE) =0x00000001 libraries/dos.h: *87
                #define (1<<FIBB_EXECUTE) =0x00000002 libraries/dos.h: *86
                #define (1<<FIBB_PURE) =0x00000020 libraries/dos.h: *82
                #define (1<<FIBB_READ) =0x00000008 libraries/dos.h: *84
                #define (1<<FIBB_SCRIPT) =0x00000040 libraries/dos.h: *81
                #define (1<<FIBB_WRITE) =0x00000004 libraries/dos.h: *85
                array [80] of char in struct FileInfoBlock
                libraries/dos.h: *67
                struct DateStamp (size 0x000c) in struct FileInfoBlock
                libraries/dos.h: *66
fib_Comment     +0x0090
fib_Date        +0x0084
fib_DirEntryType +0x0004
fib_DiskKey     +0x0000
fib_EntryType   +0x0078
fib_FileName    +0x0008
fib_NumBlocks   +0x0080
fib_Protection  +0x0074
fib_Reserve     +0x00e0
fib_Size         +0x007c
FileHandle      size 0x002c
FileInfoBlock   size 0x0104
FileLock        size 0x0014
FILENAME_SIZE   structure tag
FileSysEntry    size 0x003e
FileSysHeaderBlock structure tag
FileSysResource  size 0x0020
FileSysStartupMsg structure tag
FileHandle      size 0x0010
libraries/filehandler.h: *81

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FILL_CARRYIN #define 0x4 =0x00000004 hardware/blit.h: *60
FILL_OR #define 0x8 =0x00000008 hardware/blit.h: *58
FILL_XOR #define 0x10 =0x00000010 hardware/blit.h: *59
FindConfigDev extern function returning pointer to struct ConfigDev (size 0x44)
libraries/configvars.h: *56
libraries/expansion.h: *25
FindToolType extern function returning pointer to char workbench/icon.h: *32
FINE #define 0x800 =0x00000800 intuition/preferences.h: *155
firstBlissObj pointer to pointer to char in struct GelsInfo
+0x001e graphics/rastport.h: *47
FirstCopList pointer to struct CopList in struct UCopList
+0x0004 graphics/copper.h: *72
FirstGadget pointer to struct Gadget in struct Window
+0x003e intuition/intuition.h: *739
FirstGadget pointer to struct Gadget in struct NewWindow
+0x0012 intuition/intuition.h: *866
FirstGadget pointer to struct Gadget in struct Screen
+0x0146 intuition/screens.h: *71
FirstItem pointer to struct MenuItem in struct Menu
+0x0012 intuition/intuition.h: *64
FirstRequest pointer to struct Requester in struct Window
+0x0024 intuition/intuition.h: *711
FirstScreen pointer to struct Screen in struct IntuitionBase
+0x003c intuition/intuitionbase.h: *158
FirstWindow pointer to struct Window in struct Screen
+0x0004 intuition/screens.h: *43
FirstX short int in struct AreaInfo
+0x0014 graphics/rastport.h: *25
FirstY short int in struct AreaInfo
+0x0016 graphics/rastport.h: *25
FlagPtr pointer to char in struct AreaInfo
+0x000c graphics/rastport.h: *22
Flags char in struct Bitmap
+0x0004 graphics/gfx.h: *40
Flags unsigned short int in struct Layer
+0x001e graphics/clip.h: *33
Flags char in struct ColorMap
+0x0000 graphics/view.h: *23
Flags char in struct GelsInfo
+0x0001 graphics/rastport.h: *39
Flags unsigned short int in struct RastPort
+0x0020 graphics/rastport.h: *66
Flags unsigned short int in struct Layer_Info
+0x0058 graphics/layers.h: *41
Flags unsigned short int in struct Menu
+0x000c intuition/intuition.h: *62
Flags unsigned short int in struct MenuItem
+0x000c intuition/intuition.h: *90
Flags unsigned short int in struct Requester
+0x001c intuition/intuition.h: *152
Flags unsigned short int in struct Gadget
+0x000c intuition/intuition.h: *200
Flags unsigned short int in struct BoolInfo
+0x0000 intuition/intuition.h: *362
Flags unsigned short int in struct PropInfo
+0x0000 intuition/intuition.h: *386
Flags unsigned int in struct Window
+0x0018 intuition/intuition.h: *705
Flags unsigned int in struct NewWindow
+0x000e intuition/intuition.h: *859
Flags unsigned short int in struct Screen
+0x0014 intuition/screens.h: *50
Flags short int in struct VSprite
+0x0014 graphics/gels.h: *88
Flags short int in struct Bob
+0x0000 graphics/gels.h: *141
Flags short int in struct AnimComp
+0x0000 graphics/gels.h: *169
Flags unsigned short int in struct GfxBase

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Flags +0x00a8 graphics/gfxbase.h: *44
Flags +0x0040 unsigned int in struct IntuitionBase
intuition/intuitionbase.h: *160
Flags +0x0022 char in struct ExpansionBase
libraries/expansionbase.h: *46
FlagTbl pointer to char in struct AreaInfo
graphics/rastport.h: *21
FLOAT typedef float
exec/types.h: *43
floor #define SPFloor =0x00000000 libraries/mathffp.h: *34
floor #define IEEEEDPFloor =0x00000000 libraries/mathieeedp.h: *35
FLOYD_DITHERING #define 0x0400 =0x00000400 intuition/preferences.h: *251
fl_Access int in struct FileLock
+0x0008 libraries/dosex tens.h: *293
fl_Key int in struct FileLock
+0x0004 libraries/dosex tens.h: *292
fl_Link int in struct FileLock
+0x0000 libraries/dosex tens.h: *291
fl_MemList struct List (size 0x000e) in struct FreeList
workbench/workbench.h: *71
fl_NumFree short int in struct FreeList
workbench/workbench.h: *70
fl_Task pointer to struct MsgPort in struct FileLock
libraries/dosex tens.h: *294
fl_Volume int in struct FileLock
+0x0010 libraries/dosex tens.h: *295
FOLLOWMOUSE #define 0x0008 =0x00000008 intuition/intuition.h: *305
Font pointer to struct TextFont in struct RastPort
graphics/rastport.h: *72
Font pointer to struct TextAttr in struct Screen
intuition/screens.h: *59
Font pointer to struct TextAttr in struct NewScreen
intuition/screens.h: *127
FontContents structure tag
size 0x0104 libraries/diskfont.h: *25
FontContentsHeader structure tag
size 0x0004 libraries/diskfont.h: *34
FontHeight char in struct Preferences
intuition/preferences.h: *45
FOREVER #define for(;;) intuition/intuition.h: *968
FPB_DEIGNED #define 6 =0x00000006 graphics/text.h: *41
FPB_DISKFONT #define 1 =0x00000001 graphics/text.h: *31
FPB_PROPORIONAL #define 5 =0x00000005 graphics/text.h: *39
FPB_REMOVED #define 7 =0x00000007 graphics/text.h: *43
FPB_REVPATH #define 2 =0x00000002 graphics/text.h: *33
FPB_ROMFONT #define 0 =0x00000000 graphics/text.h: *29
FPB_TALLDOT #define 3 =0x00000003 graphics/text.h: *35
FPB_WIDEDOT #define 4 =0x00000004 graphics/text.h: *37
FPF_DEIGNED #define l(<6) =0x00000040 graphics/text.h: *42
FPF_DISKFONT #define l(<<1) =0x00000002 graphics/text.h: *32
FPF_PROPORIONAL #define l(<<5) =0x00000020 graphics/text.h: *40
FPF_REMOVED #define l(<<7) =0x00000080 graphics/text.h: *44
FPF_REVPATH #define l(<<2) =0x00000004 graphics/text.h: *34
FPF_ROMFONT #define l(<<0) =0x00000001 graphics/text.h: *30
FPF_TALLDOT #define l(<<3) =0x00000008 graphics/text.h: *36
FPF_WIDEDOT #define l(<<4) =0x00000010 graphics/text.h: *38
FPHALF #define ((float) 0.5) libraries/mathffp.h: *26
FPHALF #define ((double) 0.5) libraries/mathieeedp.h: *28
FPONE #define ((float) 1.0) libraries/mathffp.h: *25
FPONE #define ((double) 1.0) libraries/mathieeedp.h: *27
FPTEN #define ((float) 10.0) libraries/mathffp.h: *24
FPTEN #define ((double) 10.0) libraries/mathieeedp.h: *26
FPZERO #define ((float) 0.0) libraries/mathffp.h: *27
FPZERO #define ((double) 0.0) libraries/mathieeedp.h: *29
FreeClipRects struct MinList (size 0x000c) in struct Layer_Info
graphics/layers.h: *37
FreeFreeList extern function returning void workbench/icon.h: *31
FREEHORIZ #define 0x0002 =0x00000002 intuition/intuition.h: *430
FreeList structure tag

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size 0x0010 workbench/workbench.h: *69
FREEVERT #define 0x0004 =0x00000004 intuition/intuition.h: *431
FreeWBObject extern function returning void workbench/icon.h: *31
front pointer to struct Layer in struct Layer
+0x0000 graphics/clip.h: *27
FrontPen char in struct IntuiText
+0x0000 intuition/intuition.h: *496
FrontPen char in struct Border
+0x0004 intuition/intuition.h: *525
FRST_DOT #define 0x01 =0x00000001 graphics/rastport.h: *94
FSB_BOLD #define 1 =0x00000001 graphics/text.h: *23
FSB_EXTENDED #define 3 =0x00000003 graphics/text.h: *19
FSB_ITALIC #define 2 =0x00000002 graphics/text.h: *21
FSB_UNDERLINED #define 0 =0x00000000 graphics/text.h: *25
fse_DosType unsigned int in struct FileSysEntry
+0x000e resources/filesysres.h: *35
fse_GlobalVec int in struct FileSysEntry
+0x003a resources/filesysres.h: *49
fse_Handler int in struct FileSysEntry
+0x0026 resources/filesysres.h: *44
fse_Lock int in struct FileSysEntry
+0x0022 resources/filesysres.h: *43
fse_Node struct Node (size 0x000e) in struct FileSysEntry
resources/filesysres.h: *33
fse_PatchFlags unsigned int in struct FileSysEntry
+0x0016 resources/filesysres.h: *37
fse_Priority int in struct FileSysEntry
+0x002e resources/filesysres.h: *46
fse_SegList int in struct FileSysEntry
+0x0036 resources/filesysres.h: *48
fse_StackSize unsigned int in struct FileSysEntry
+0x002a resources/filesysres.h: *45
fse_Startup int in struct FileSysEntry
+0x0032 resources/filesysres.h: *47
fse_Task unsigned int in struct FileSysEntry
+0x001e resources/filesysres.h: *42
fse_Type unsigned int in struct FileSysEntry
resources/filesysres.h: *41
fse_Version unsigned int in struct FileSysEntry
+0x0012 resources/filesysres.h: *36
FSF_BOLD #define (1<<1) =0x00000002 graphics/text.h: *24
FSF_EXTENDED #define (1<<3) =0x00000008 graphics/text.h: *20
FSF_ITALIC #define (1<<2) =0x00000004 graphics/text.h: *22
FSF_UNDERLINED #define (1<<0) =0x00000001 graphics/text.h: *26
FSRNAME #define "Filesystem.resource" resources/filesysres.h: *24
fsr_Creator pointer to char in struct FileSysResource
+0x000e resources/filesysres.h: *28
fsr_FileSysEntries struct List (size 0x00e) in struct FileSysResource
+0x0012 resources/filesysres.h: *29
fsr_Node struct Node (size 0x000e) in struct FileSysResource
+0x0000 resources/filesysres.h: *27
fssm_Device int in struct FileSysStartupMsg
+0x0004 libraries/filehandler.h: *83
fssm_Environ int in struct FileSysStartupMsg
+0x0008 libraries/filehandler.h: *84
fssm_Flags unsigned int in struct FileSysStartupMsg
+0x000c libraries/filehandler.h: *85
fssm_Unit unsigned int in struct FileSysStartupMsg
+0x0000 libraries/filehandler.h: *82
FS_NORMAL #define 0 =0x00000000 graphics/text.h: *18
function pointer to function returning int in struct bltnode
+0x0004 hardware/blit.h: *83
GADGBACKFILL #define 0x0001 =0x00000001 workbench/workbench.h: *92
GADGDISABLED #define 0x0100 =0x00000100 intuition/intuition.h: *276
Gadget structure tag
size 0x002c intuition/intuition.h: 149, *193, 195, 739, 866
intuition/screens.h: 71, 131
workbench/workbench.h: 54
GADGET0002 #define 0x0002 =0x00000002 intuition/intuition.h: *349

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GADGETDOWN GadgetID
GadgetID +0x0026
GadgetRender +0x0012
Gadgets +0x0018
GadgetText +0x001a
GadgetType +0x0010
GADGETTYPE
GADGETUP
GADGHBOX
GADGHCOMP
GADGHHIGHBITS
GADGHIMAGE
GADGNONE
GADGIMAGE
GADGIMMEDIATE
GamePortTrigger size 0x0008
GELGONE
gelHead +0x0002
GelsInfo size 0x0026
GelsInfo +0x0014
gelTail +0x0006
GENLOC
GENLOCK_AUDIO
GENLOCK_VIDEO
GetDiskObject
GetIcon
GetWBObject
GfxBase size 0x0148
GIMMEZEROZERO
GLOBAL
GPCT_ABSJOYSTICK
GPCT_ALLOCATED
GPCT_MOUSE
GPCT_NOCONTROLLER
GPCT_RELJOYSTICK
GPDERR_SETCTYPE
GPD_ASKCTYPE
GPD_ASKTRIGGER
GPD_READEVENT
GPD_SETCTYPE
GPD_SETTRIGGER
GPTB_DOWNKEYS
GPTB_UPKEYS
GPTF_DOWNKEYS
GPTF_UPKEYS
gpt_Keys +0x0000
gpt_Timeout +0x0002
gpt_XDelta +0x0004
gpt_YDelta +0x0006
GRAPHICS_CLIP_H #define =0x00000000 graphics/clip.h: *2
GRAPHICS_COLLIDE_H #define =0x00000000 graphics/collide.h: *2
GRAPHICS_COPPER_H #define =0x00000000 graphics/copper.h: *2
#define 0x00000020 =0x00000020 intuition/intuition.h: *643
unsigned short int in struct Gadget
intuition/intuition.h: *236
pointer to pointer to char in struct Gadget
intuition/intuition.h: *210
pointer to struct Gadget in struct NewScreen
intuition/screens.h: *131
pointer to struct IntuiText in struct Gadget
intuition/intuition.h: *217
unsigned short int in struct Gadget
intuition/intuition.h: *204
#define 0xFC00 =0x0000fc00 intuition/intuition.h: *333
#define 0x00000040 =0x00000040 intuition/intuition.h: *644
#define 0x0001 =0x00000001 intuition/intuition.h: *245
#define 0x0000 =0x00000000 intuition/intuition.h: *244
#define 0x0003 =0x00000003 intuition/intuition.h: *243
#define 0x0002 =0x00000002 intuition/intuition.h: *246
#define 0x0003 =0x00000003 intuition/intuition.h: *247
#define 0x0004 =0x00000004 intuition/intuition.h: *252
#define 0x0002 =0x00000002 intuition/intuition.h: *289
structure tag
devices/gameport.h: *28
#define 0x0400 =0x00000400 graphics/gels.h: *23
pointer to struct VSprite in struct GelsInfo
graphics/rastport.h: *40
structure tag
graphics/rastport.h: *35, 57
pointer to struct GelsInfo in struct RastPort
graphics/rastport.h: *57
pointer to struct VSprite in struct GelsInfo
graphics/rastport.h: *40
#define 2 =0x00000002 graphics/gfxbase.h: *69
#define 0x100 =0x00000100 graphics/view.h: *65
#define 2 =0x00000002 graphics/view.h: *66
extern function returning pointer to struct DiskObject
(size 0x004e) workbench/icon.h: *29
extern function returning "LONG" workbench/icon.h: *30
extern function returning pointer to struct WBObject (size
0x0000) workbench/icon.h: *28
structure tag
graphics/gfxbase.h: *23
#define 0x0400 =0x00000400 intuition/intuition.h: *818
#define extern =0x00000000 exec/types.h: *13
#define 3 =0x00000003 devices/gameport.h: *41
#define _1 =0xffffffff devices/gameport.h: *36
#define 1 =0x00000001 devices/gameport.h: *39
#define 0 =0x00000000 devices/gameport.h: *37
#define 2 =0x00000002 devices/gameport.h: *40
#define 1 =0x00000001 devices/gameport.h: *45
#define (CMD_NONSTD+1) =0x0000000a devices/gameport.h: *15
#define (CMD_NONSTD+3) =0x0000000c devices/gameport.h: *17
#define (CMD_NONSTD+0) =0x00000009 devices/gameport.h: *14
#define (CMD_NONSTD+2) =0x0000000b devices/gameport.h: *16
#define (CMD_NONSTD+4) =0x0000000d devices/gameport.h: *18
#define 0 =0x00000000 devices/gameport.h: *23
#define 1 =0x00000001 devices/gameport.h: *25
#define (1<<0) =0x00000001 devices/gameport.h: *24
#define (1<<1) =0x00000002 devices/gameport.h: *26
unsigned short int in struct GamePortTrigger
devices/gameport.h: *29
unsigned short int in struct GamePortTrigger
devices/gameport.h: *30
unsigned short int in struct GamePortTrigger
devices/gameport.h: *31
unsigned short int in struct GamePortTrigger
devices/gameport.h: *32
#define =0x00000000 graphics/clip.h: *2
#define =0x00000000 graphics/collide.h: *2
#define =0x00000000 graphics/copper.h: *2

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GRAPHICS_DISPLAY_H #define =0x00000000 graphics/display.h: *2
GRAPHICS_GELS_H #define =0x00000000 graphics/gels.h: *2
GRAPHICS_GFXBASE_H #define =0x00000000 graphics/gfxbase.h: *2
GRAPHICS_GFXMACROS_H #define =0x00000000 graphics/gfxmacros.h: *2
GRAPHICS_GFX_H #define =0x00000000 graphics/gfx.h: *2
GRAPHICS_GRAPHINT_H #define =0x00000000 graphics/graphint.h: *2
GRAPHICS_LAYERS_H #define =0x00000000 graphics/layers.h: *2
GRAPHICS_RASTPORT_H #define =0x00000000 graphics/rastport.h: *2
GRAPHICS_REGIONS_H #define =0x00000000 graphics/regions.h: *2
GRAPHICS_SPRITE_H #define =0x00000000 graphics/sprite.h: *2
GRAPHICS_TEXT_H #define =0x00000000 graphics/text.h: *2
GRAPHICS_VIEW_H #define =0x00000000 graphics/view.h: *2
GRELBOTTOM #define 0x0008 =0x00000008 intuition/intuition.h: *259
GRELHEIGHT #define 0x0040 =0x00000040 intuition/intuition.h: *264
GRELRIGHT #define 0x0010 =0x00000010 intuition/intuition.h: *260
GRELWIDTH #define 0x0020 =0x00000020 intuition/intuition.h: *262
GREY_SCALE2 #define 0x1000 =0x00001000 intuition/preferences.h: *254
gs_Head struct List (size 0x000e) in struct Layer_Info
+0x0046 graphics/layers.h: *39
GZZGADGET #define 0x2000 =0x00002000 intuition/intuition.h: *336
GZZHeight short int in struct Window
+0x0072 intuition/intuition.h: *779
GZZMouseX short int in struct Window
+0x006c intuition/intuition.h: *773
GZZMouseY short int in struct Window
+0x006e intuition/intuition.h: *774
GZZWidth short int in struct Window
+0x0070 intuition/intuition.h: *778
HALFTONE_DITHERING #define 0x200 =0x00000200 intuition/preferences.h: *250
HAM #define 0x800 =0x00000800 graphics/view.h: *62
HARDWARE_ADKBITS_H #define =0x00000000 hardware/adkbits.h: *2
HARDWARE_BLIT_H #define =0x00000000 hardware/blit.h: *2
HARDWARE_CIA_H #define =0x00000000 hardware/cia.h: *2
HARDWARE_CUSTOM_H #define =0x00000000 hardware/custom.h: *2
HARDWARE_DMABITS_H #define =0x00000000 hardware/dmabits.h: *2
HARDWARE_INBITS_H #define =0x00000000 hardware/inbits.h: *2
HD_SCSICMD #define 28 =0x0000001c devices/scsidisk.h: *59
HeadComp pointer to struct AnimComp in struct AnimOb
+0x0024 graphics/gels.h: *221
HeadOb pointer to struct AnimOb in struct AnimComp
+0x001e graphics/gels.h: *194
height char in struct mouth_rb
+0x0047 devices/narrator.h: *90
Height short int in struct Menu
+0x000a intuition/intuition.h: *61
Height short int in struct MenuItem
+0x000a intuition/intuition.h: *89
Height short int in struct Requester
+0x000a intuition/intuition.h: *146
Height short int in struct Gadget
+0x000a intuition/intuition.h: *198
Height short int in struct Image
+0x0006 intuition/intuition.h: *548
Height short int in struct Window
+0x000a intuition/intuition.h: *698
Height short int in struct NewWindow
+0x0006 intuition/intuition.h: *853
Height short int in struct Screen
+0x000e intuition/screens.h: *46
Height short int in struct NewScreen
+0x0006 intuition/screens.h: *119
Height short int in struct VSprite
+0x001a graphics/gels.h: *97
height unsigned short int in struct SimpleSprite
+0x0004 graphics/sprite.h: *18
HFERR_BadStatus #define 45 =0x0000002d devices/scsidisk.h: *90
HFERR_DMA #define 41 =0x00000029 devices/scsidisk.h: *86
HFERR_NoBoard #define 50 =0x00000032 devices/scsidisk.h: *93
HFERR_Parity #define 43 =0x0000002b devices/scsidisk.h: *88

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HFERR_Phase #define 42 =0x0000002a devices/scsidisk.h: *87
HFERR_SelfUnit #define 40 =0x00000028 devices/scsidisk.h: *85
HFERR_SetTimeout #define 44 =0x0000002c devices/scsidisk.h: *89
HIGHBOX #define 0x0080 =0x00000080 intuition/intuition.h: *123
HIGHCOMP #define 0x0040 =0x00000040 intuition/intuition.h: *122
HIGHFLAGS #define 0x00C0 =0x000000C0 intuition/intuition.h: *120
HIGHIMAGE #define 0x0000 =0x00000000 intuition/intuition.h: *121
HIGHITEM #define 0x2000 =0x00002000 intuition/intuition.h: *131
HIGHNONE #define 0x00C0 =0x000000C0 intuition/intuition.h: *124
HIRES #define 0x8000 =0x00000800 graphics/view.h: *60
HitMask short int in struct VSprite
+0x0022 graphics/gels.h: *102
HOLDNMODIFY #define 0x800 =0x00000800 graphics/display.h: *21
HorizBody unsigned short int in struct PropInfo
+0x0006 intuition/intuition.h: *416
HorizPot unsigned short int in struct PropInfo
+0x0002 intuition/intuition.h: *396
HPotRes unsigned short int in struct PropInfo
+0x000e intuition/intuition.h: *422
HP_LASERJET #define 0x0B =0x0000000b intuition/preferences.h: *198
HP_LASERJET_PLUS #define 0x0C =0x0000000c intuition/preferences.h: *199
HSIZEBITS #define 6 =0x00000006 hardware/blit.h: *13
HSIZEMASK #define 0x3f =0x0000003f hardware/blit.h: *15
HWaitPos short int in union (no tag)
+0x0000 graphics/copper.h: *33
HWAITPOS #define u3.u2.u2.HWaitPos graphics/copper.h: *43
IAddress pointer to pointer to char in struct IntuiMessage
+0x001c intuition/intuition.h: *614
ICONNAME #define "icon.library" workbench/icon.h: *20
IDCMPFlags unsigned int in struct Window
+0x0052 intuition/intuition.h: *753
IDCMPFlags unsigned int in struct NewWindow
+0x000a intuition/intuition.h: *857
IDCMPWindow pointer to struct Window in struct IntuiMessage
+0x002c intuition/intuition.h: *630
IdleCount unsigned int in struct ExecBase
+0x0118 exec/execbase.h: *56
IDNAME_BADBLOCK #define (('B'<<24)|('A'<<16)|('D'<<8)|('B')) =0x42414442
devices/hardblocks.h: *123
IDNAME_FILESYSHEADER #define (('F'<<24)|('S'<<16)|('H'<<8)|('D')) =0x46534844
devices/hardblocks.h: *180
IDNAME_LOADSEG #define (('L'<<24)|('S'<<16)|('E'<<8)|('G')) =0x4c534547
devices/hardblocks.h: *193
IDNAME_PARTITION #define (('P'<<24)|('A'<<16)|('R'<<8)|('T')) =0x50415254
devices/hardblocks.h: *142
IDNAME_RIGIDDISK #define (('R'<<24)|('D'<<16)|('S'<<8)|('K')) =0x5244534b
devices/hardblocks.h: *89
IDNestCnt char in struct ExecBase
+0x0126 exec/execbase.h: *61
id_BytesPerBlock int in struct InfoData
+0x0014 libraries/dos.h: *113
id_DiskState int in struct InfoData
+0x0008 libraries/dos.h: *110
id_DiskType int in struct InfoData
+0x0018 libraries/dos.h: *114
ID_DOS_DISK #define (('D'<<24) | ('O'<<16) | ('S'<<8)) =0x444f5300
libraries/dos.h: *128
id_InUse int in struct InfoData
+0x0020 libraries/dos.h: *116
ID_KICKSTART_DISK #define (('K'<<24) | ('I'<<16) | ('C'<<8) | ('K')) =0x4b49434b
libraries/dos.h: *130
ID_NOT REALLY DOS #define (('N'<<24) | ('D'<<16) | ('O'<<8) | ('S')) =0x4e444f53
libraries/dos.h: *129
ID_NO_DISK_PRESENT #define (-1) =0xffffffff libraries/dos.h: *126
id_NumBlocks int in struct InfoData
+0x000c libraries/dos.h: *111
id_NumBlocksUsed int in struct InfoData
+0x0010 libraries/dos.h: *112
id_NumSoftErrors int in struct InfoData

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+0x0000 libraries/dos.h: *108
id_UnitNumber int in struct InfoData
+0x0004 libraries/dos.h: *109
ID_UNREADABLE_DISK #define (('B'<<24) | ('A'<<16) | ('D'<<8)) =0x42414400
libraries/dos.h: *127
ID_VALIDATED #define 82 =0x00000052 libraries/dos.h: *123
ID_VALIDATING #define 81 =0x00000051 libraries/dos.h: *122
id_VolumeNode int in struct InfoData
+0x001c libraries/dos.h: *115
ID_WRITE_PROTECTED #define 80 =0x00000050 libraries/dos.h: *121
IECLASS_ACTIVEWINDOW #define 0x11 =0x00000011 devices/inputevent.h: *39
IECLASS_CLOSEWINDOW #define 0x0B =0x0000000b devices/inputevent.h: *41
IECLASS_DISKINSERTED #define 0x10 =0x00000010 devices/inputevent.h: *51
IECLASS_DISKREMOVED #define 0x0F =0x0000000f devices/inputevent.h: *49
IECLASS_EVENT #define 0x03 =0x00000003 devices/inputevent.h: *27
IECLASS_GADGETDOWN #define 0x07 =0x00000007 devices/inputevent.h: *33
IECLASS_GADGETUP #define 0x08 =0x00000008 devices/inputevent.h: *35
IECLASS_INACTIVEWINDOW #define 0x12 =0x00000012 devices/inputevent.h: *55
IECLASS_MAX #define 0x12 =0x00000012 devices/inputevent.h: *59
devices/conunit.h: 78
IECLASS_MENULIST #define 0x0A =0x0000000a devices/inputevent.h: *39
IECLASS_NEWPREFS #define 0x0E =0x0000000e devices/inputevent.h: *47
IECLASS_NULL #define 0x00 =0x00000000 devices/inputevent.h: *21
IECLASS_POINTERPOS #define 0x04 =0x00000004 devices/inputevent.h: *29
IECLASS_RAWKEY #define 0x01 =0x00000001 devices/inputevent.h: *23
IECLASS_RAMMOUSE #define 0x02 =0x00000002 devices/inputevent.h: *25
IECLASS_REFRESHWINDOW #define 0x0D =0x0000000d devices/inputevent.h: *45
IECLASS_REQUESTER #define 0x09 =0x00000009 devices/inputevent.h: *37
IECLASS_SIZEWINDOW #define 0x0C =0x0000000c devices/inputevent.h: *43
IECLASS_TIMER #define 0x06 =0x00000006 devices/inputevent.h: *31
IECODE_ASCII_DEL #define 0xF7 =0x0000007f devices/inputevent.h: *76
IECODE_ASCII_FIRST #define 0x20 =0x00000020 devices/inputevent.h: *74
IECODE_ASCII_LAST #define 0x7E =0x0000007e devices/inputevent.h: *75
IECODE_C0_FIRST #define 0x00 =0x00000000 devices/inputevent.h: *72
IECODE_C0_LAST #define 0x1F =0x0000001f devices/inputevent.h: *73
IECODE_C1_FIRST #define 0x80 =0x00000080 devices/inputevent.h: *77
IECODE_C1_LAST #define 0x9F =0x0000009f devices/inputevent.h: *78
IECODE_COMM_CODE_FIRST #define 0x78 =0x00000078 devices/inputevent.h: *68
IECODE_COMM_CODE_LAST #define 0x7F =0x0000007f devices/inputevent.h: *69
IECODE_KEY_CODE_FIRST #define 0x00 =0x00000000 devices/inputevent.h: *66
IECODE_KEY_CODE_LAST #define 0x77 =0x00000077 devices/inputevent.h: *67
IECODE_LATIN1_FIRST #define 0xA0 =0x000000a0 devices/inputevent.h: *79
IECODE_LATIN1_LAST #define 0xFF =0x000000ff devices/inputevent.h: *80
IECODE_LBUTTON #define 0x68 =0x00000068 devices/inputevent.h: *83
IECODE_MBUTTON #define 0x6A =0x0000006a devices/inputevent.h: *85
IECODE_NEWACTION #define 0x01 =0x00000001 devices/inputevent.h: *89
IECODE_NOBUTTON #define 0xFF =0x000000ff devices/inputevent.h: *86
IECODE_RBUTTON #define 0x69 =0x00000069 devices/inputevent.h: *84
IECODE_REQCLEAR #define 0x00 =0x00000000 devices/inputevent.h: *97
IECODE_REQSET #define 0x01 =0x00000001 devices/inputevent.h: *95
IECODE_UP_PREFIX #define 0x80 =0x00000080 devices/inputevent.h: *65
IEEEEDPAbc extern function returning double libraries/mathieeedp.h: *69
IEEEEDPACos extern function returning double libraries/mathieeedp.h: *56
IEEEEDPAdd extern function returning double libraries/mathieeedp.h: *71
IEEEEDPASin extern function returning double libraries/mathieeedp.h: *57
IEEEEDPAtan extern function returning double libraries/mathieeedp.h: *55
IEEEEDPCeil extern function returning double libraries/mathieeedp.h: *76
IEEEEDPCmp extern function returning int libraries/mathieeedp.h: *67
IEEEEDPCos extern function returning double libraries/mathieeedp.h: *56
IEEEEDPCosh extern function returning double libraries/mathieeedp.h: *62
IEEEEDPDiv extern function returning double libraries/mathieeedp.h: *74
IEEEEDPExp extern function returning double libraries/mathieeedp.h: *58
IEEEEDPFieee extern function returning double libraries/mathieeedp.h: *64
IEEEEDPFix extern function returning int libraries/mathieeedp.h: *66
IEEEEDPFloor extern function returning double libraries/mathieeedp.h: *75
IEEEEDPFlt extern function returning double libraries/mathieeedp.h: *68
IEEEEDPLog extern function returning double libraries/mathieeedp.h: *58
IEEEEDPLog10 extern function returning double libraries/mathieeedp.h: *60
IEEEEDPMul extern function returning double libraries/mathieeedp.h: *73

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IEEEEDPNeg extern function returning double libraries/mathieeedp.h: *70
IEEEEDPPow extern function returning double libraries/mathieeedp.h: *60
IEEEEDPSin extern function returning double libraries/mathieeedp.h: *57
IEEEEDPSincos extern function returning double libraries/mathieeedp.h: *61
IEEEEDPSinh extern function returning double libraries/mathieeedp.h: *62
IEEEEDPSqrt extern function returning double libraries/mathieeedp.h: *59
IEEEEDPSub extern function returning double libraries/mathieeedp.h: *72
IEEEEDPTan extern function returning double libraries/mathieeedp.h: *55
IEEEEDPTanh extern function returning double libraries/mathieeedp.h: *62
IEEEEDPTieee extern function returning float libraries/mathieeedp.h: *63
IEEEEDPTst extern function returning int libraries/mathieeedp.h: *67
IEQUALIFIERB_CAPSLOCK #define 2 =0x00000002 devices/inputevent.h: *120
IEQUALIFIERB_CONTROL #define 3 =0x00000003 devices/inputevent.h: *121
IEQUALIFIERB_INTERRUPT #define 10 =0x0000000a devices/inputevent.h: *128
IEQUALIFIERB_LALT #define 4 =0x00000004 devices/inputevent.h: *122
IEQUALIFIERB_LCOMMAND #define 6 =0x00000006 devices/inputevent.h: *124
IEQUALIFIERB_LEFTBUTTON #define 14 =0x0000000e devices/inputevent.h: *132
IEQUALIFIERB_LSHIFT #define 0 =0x00000000 devices/inputevent.h: *118
IEQUALIFIERB_MIDBUTTON #define 12 =0x0000000c devices/inputevent.h: *130
IEQUALIFIERB_MULTIBROADCAST #define 11 =0x0000000b devices/inputevent.h: *129
IEQUALIFIERB_NUMERICPAD #define 8 =0x00000008 devices/inputevent.h: *126
IEQUALIFIERB_RALT #define 5 =0x00000005 devices/inputevent.h: *123
IEQUALIFIERB_RBUTTON #define 13 =0x0000000d devices/inputevent.h: *131
IEQUALIFIERB_RCOMMAND #define 7 =0x00000007 devices/inputevent.h: *125
IEQUALIFIERB_RELATIVEMOUSE #define 15 =0x0000000f devices/inputevent.h: *133
IEQUALIFIERB_REPEAT #define 9 =0x00000009 devices/inputevent.h: *127
IEQUALIFIERB_RSHIFT #define 1 =0x00000001 devices/inputevent.h: *119
IEQUALIFIER_CAPSLOCK #define 0x0004 =0x00000004 devices/inputevent.h: *103
IEQUALIFIER_CONTROL #define 0x0008 =0x00000008 devices/inputevent.h: *104
IEQUALIFIER_INTERRUPT #define 0x0400 =0x00000400 devices/inputevent.h: *111
IEQUALIFIER_LALT #define 0x0010 =0x00000010 devices/inputevent.h: *105
IEQUALIFIER_LCOMMAND #define 0x0040 =0x00000040 devices/inputevent.h: *107
IEQUALIFIER_LEFTBUTTON #define 0x4000 =0x00004000 devices/inputevent.h: *115
IEQUALIFIER_LSHIFT #define 0x0001 =0x00000001 devices/inputevent.h: *101
IEQUALIFIER_MIDBUTTON #define 0x1000 =0x00001000 devices/inputevent.h: *113
IEQUALIFIER_MULTIBROADCAST #define 0x0800 =0x00000800 devices/inputevent.h: *112
IEQUALIFIER_NUMERICPAD #define 0x0100 =0x00000100 devices/inputevent.h: *109
IEQUALIFIER_RALT #define 0x0020 =0x00000020 devices/inputevent.h: *106
IEQUALIFIER_RBUTTON #define 0x2000 =0x00002000 devices/inputevent.h: *114
IEQUALIFIER_RCOMMAND #define 0x0080 =0x00000080 devices/inputevent.h: *108
IEQUALIFIER_RELATIVEMOUSE #define 0x8000 =0x00008000 devices/inputevent.h: *116
IEQUALIFIER_REPEAT #define 0x0200 =0x00000200 devices/inputevent.h: *110
IEQUALIFIER_RSHIFT #define 0x0002 =0x00000002 devices/inputevent.h: *102
ie_addr pointer to pointer to char in union (no tag)
+0x0000 devices/inputevent.h: *148
ie_Class char in struct InputEvent
+0x0004 devices/inputevent.h: *139
ie_Code unsigned short int in struct InputEvent
+0x0006 devices/inputevent.h: *141
ie_EventAddress #define ie_position.ie_addr devices/inputevent.h: *155
ie_NextEvent pointer to struct InputEvent in struct InputEvent
+0x0000 devices/inputevent.h: *138
ie_position union (no tag) (size 0x0004) in struct InputEvent
+0x000a devices/inputevent.h: *149
ie_Qualifier unsigned short int in struct InputEvent
+0x0008 devices/inputevent.h: *142
ie_SubClass char in struct InputEvent
+0x0005 devices/inputevent.h: *140
ie_TimeStamp struct timeval (size 0x0008) in struct InputEvent
+0x000e devices/inputevent.h: *150
ie_x short int in struct (no tag)
+0x0000 devices/inputevent.h: *145
ie_x #define ie_position.ie_xy.ie_x devices/inputevent.h: *153
ie_xy struct (no tag) (size 0x0004) in union (no tag)
+0x0000 devices/inputevent.h: *147
ie_y short int in struct (no tag)
+0x0002 devices/inputevent.h: *146
ie_y #define ie_position.ie_xy.ie_y devices/inputevent.h: *154
IFont pointer to struct TextFont in struct Window

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+0x0080 intuition/intuition.h: *793
IGNORE_DIMENSIONS #define 0x0000 =0x00000000 intuition/preferences.h: *241
Image
  size 0x0014
    structure tag
      intuition/intuition.h: *543, 585, 763, 872
ImageBMap
  pointer to struct BitMap in struct Requester
+0x0044
intuition/intuition.h: *167
ImageData
  pointer to unsigned short int in struct Image
+0x000a
intuition/intuition.h: *549
ImageData
  pointer to short int in struct VSprite
+0x0024
graphics/gels.h: *104
ImageShadow
  pointer to short int in struct Bob
+0x0006
graphics/gels.h: *147
IMAGE_NEGATIVE
#define 0x01 =0x00000001 intuition/preferences.h: *167
IMAGE_POSITIVE
#define 0x00 =0x00000000 intuition/preferences.h: *166
IMPORT
#define extern =0x00000000 exec/types.h: *14
INACTIVEWINDOW
#define 0x0080000 =0x0080000 intuition/intuition.h: *657
IND_ADDHANDLER
#define (CMD_NONSTD+0) =0x00000009 devices/input.h: *17
IND_REMHANDLER
#define (CMD_NONSTD+1) =0x0000000a devices/input.h: *18
IND_SETIMPORT
#define (CMD_NONSTD+5) =0x0000000e devices/input.h: *22
IND_SETMTRIG
#define (CMD_NONSTD+7) =0x00000010 devices/input.h: *24
IND_SETIMTYPE
#define (CMD_NONSTD+6) =0x0000000f devices/input.h: *23
IND_SETPERIOD
#define (CMD_NONSTD+4) =0x0000000d devices/input.h: *21
IND_SETTHRESH
#define (CMD_NONSTD+3) =0x0000000c devices/input.h: *20
IND_WRITEVENT
#define (CMD_NONSTD+2) =0x0000000b devices/input.h: *19
InfoData
  size 0x0024
    structure tag
      libraries/dos.h: *107
InitAnimate
Macro (1 argument) graphics/gels.h: *246
InputEvent
  size 0x0016
    structure tag in struct InputEvent
      devices/inputevent.h: *137, 138
INREQUEST
#define 0x4000 =0x00004000 intuition/intuition.h: *826
Int2List
  +0x0186
    struct Interrupt (size 0x0016) in struct ExpansionBase
      libraries/expansionbase.h: *55
Int6List
  +0x019c
    struct Interrupt (size 0x0016) in struct ExpansionBase
      libraries/expansionbase.h: *56
Int7List
  +0x01b2
    struct Interrupt (size 0x0016) in struct ExpansionBase
      libraries/expansionbase.h: *57
INTB_AUDIO
#define (7) =0x00000007 hardware/intbits.h: *23
INTB_AUD1
#define (8) =0x00000008 hardware/intbits.h: *22
INTB_AUD2
#define (9) =0x00000009 hardware/intbits.h: *21
INTB_AUD3
#define (10) =0x0000000a hardware/intbits.h: *20
INTB_BLIT
#define (6) =0x00000006 hardware/intbits.h: *24
INTB_COPER
#define (4) =0x00000004 hardware/intbits.h: *26
INTB_DSKBLK
#define (1) =0x00000001 hardware/intbits.h: *29
INTB_DSKSYNC
#define (12) =0x0000000c hardware/intbits.h: *18
INTB_EXTER
#define (13) =0x0000000d hardware/intbits.h: *17
INTB_INTEN
#define (14) =0x0000000e hardware/intbits.h: *16
INTB_NMI
#define 15 =0x0000000f exec/interrupts.h: *44
INTB_PORTS
#define (3) =0x00000003 hardware/intbits.h: *27
INTB_RBF
#define (11) =0x0000000b hardware/intbits.h: *19
INTB_SETCLR
#define (15) =0x0000000f hardware/intbits.h: *13
INTB_SOFTINT
#define (2) =0x00000002 hardware/intbits.h: *28
INTB_TBE
#define (0) =0x00000000 hardware/intbits.h: *30
INTB_VERTB
#define (5) =0x00000005 hardware/intbits.h: *25
INTEGER_SCALING
#define 0x0100 =0x00000100 intuition/preferences.h: *247
intena
  +0x009a
    unsigned short int in struct Custom
      hardware/custom.h: *82
intenar
  +0x001c
    unsigned short int in struct Custom
      hardware/custom.h: *34
INTERLACE
#define 4 =0x00000004 graphics/display.h: *22
Interrupt
  size 0x0016
    exec/interrupts.h: *22
      graphics/gfxbase.h: 34
        libraries/expansionbase.h: 55, 56, 57
        resources/disk.h: 43, 44, 45, 57, 58, 59
      INTF_AUDIO
        #define (l<<7) =0x00000080 hardware/intbits.h: *42
      INTF_AUD1
        #define (l<<8) =0x00000100 hardware/intbits.h: *41
      INTF_AUD2
        #define (l<<9) =0x00000200 hardware/intbits.h: *40
      INTF_AUD3
        #define (l<<10) =0x00000400 hardware/intbits.h: *39
      INTF_BLIT
        #define (l<<6) =0x00000040 hardware/intbits.h: *43

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INTF_COPER
#define (l<<4) =0x00000010 hardware/intbits.h: *45
INTF_DSKBLK
#define (l<<1) =0x00000002 hardware/intbits.h: *48
INTF_DSKSYNC
#define (l<<12) =0x00001000 hardware/intbits.h: *37
INTF_EXTER
#define (l<<13) =0x00002000 hardware/intbits.h: *36
INTF_INTEN
#define (l<<14) =0x00004000 hardware/intbits.h: *35
INTF_NMI
#define (l<<15) =0x00008000 exec/interrupts.h: *45
INTF_PORTS
#define (l<<3) =0x00000008 hardware/intbits.h: *46
INTF_RBF
#define (l<<11) =0x00000800 hardware/intbits.h: *38
INTF_SETCLR
#define (l<<15) =0x000008000 hardware/intbits.h: *34
INTF_SOFTINT
#define (l<<2) =0x00000004 hardware/intbits.h: *47
INTF_TBE
#define (l<<0) =0x00000001 hardware/intbits.h: *49
INTF_VERTB
#define (l<<5) =0x00000020 hardware/intbits.h: *44
IntMask
  +0x0000
    unsigned short int in struct ExpansionInt
      libraries/expansionbase.h: *37
intreq
  +0x009c
    unsigned short int in struct Custom
      hardware/custom.h: *83
intreqr
  +0x001e
    unsigned short int in struct Custom
      hardware/custom.h: *35
IntrList
  +0x016c
    struct List (size 0x000e) in struct ExecBase
      exec/execbase.h: *80
IntuiMessage
  size 0x0034
    structure tag
      intuition/intuition.h: *596, 633, 755
IntuiText
  size 0x0014
    structure tag
      intuition/intuition.h: 151, 217, *494, 502
INTUITICKS
  structure tag
    #define 0x00400000 =0x00400000 intuition/intuition.h: *660
IntuitionBase
  size 0x0050
    structure tag
      intuition/intuitionbase.h: *144
INTUITION_INTUITIONBASE_H
#define 0x00000000 intuition/intuitionbase.h: *2
INTUITION_INTUITION_H
#define 0x00000000 intuition/intuition.h: *2
INTUITION_PREFERENCES_H
#define 0x00000000 intuition/preferences.h: *2
INTUITION_SCREENS_H
#define 0x00000000 intuition/screens.h: *2
IntVector
  size 0x000c
    structure tag
      exec/interrupts.h: *29
      exec/execbase.h: 51
    array [16] of struct IntVector (size 0x000c) in struct ExecBase
      exec/execbase.h: *51
      #define 4 =0x00000004 graphics/rastport.h: *91
    structure tag
      IOAudio
        size 0x0044
        ioa_AllocKey
          +0x0020
            short int in struct IOAudio
              devices/audio.h: *47
            ioa_Cycles
              +0x002e
                unsigned short int in struct IOAudio
                  devices/audio.h: *54
            ioa_Data
              +0x0022
                pointer to char in struct IOAudio
                  devices/audio.h: *50
            ioa_Length
              +0x0026
                unsigned int in struct IOAudio
                  devices/audio.h: *51
            ioa_Period
              +0x002a
                unsigned short int in struct IOAudio
                  devices/audio.h: *52
            ioa_Request
              +0x0000
                struct IORequest (size 0x0020) in struct IOAudio
                  devices/audio.h: *48
            ioa_Volume
              +0x002c
                unsigned short int in struct IOAudio
                  devices/audio.h: *53
            ioa_WriteMsg
              +0x0030
                struct Message (size 0x0014) in struct IOAudio
                  devices/audio.h: *55
      IOB_QUICK
      IOClipReq
        size 0x0034
        IODRPReq
          size 0x003e
            IOERR_ABORTED
            IOERR_BADLENGTH
            IOERR_NOCMD
            IOERR_OPENFAIL
            IOExtPar
              size 0x003e
                IOExtSer
                  structure tag
                    devices/printer.h: *150
                    #define -2 =0xffffffe exec/errors.h: *14
                    #define -4 =0xffffffffc exec/errors.h: *16
                    #define -3 =0xffffffffd exec/errors.h: *15
                    #define -1 =0xffffffff exec/errors.h: *13
                  structure tag
                    devices/parallel.h: *27
                    devices/prtbase.h: 70, 78
                  structure tag

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size 0x0052 devices/serial.h: *37
devices/prtbase.h: 71, 79
IOExtTD structure tag
size 0x0038 devices/trackdisk.h: *113
#define (1<<0) =0x00000001 exec/io.h: *46
IOF_QUICK struct IOStdReq (size 0x0030) in struct IOExtPar
+0x0000 devices/parallel.h: *28
IOPARB_ABORT #define 5 =0x00000005 devices/parallel.h: *64
IOPARB_ACTIVE #define 4 =0x00000004 devices/parallel.h: *66
IOPARB_QUEUED #define 6 =0x00000006 devices/parallel.h: *62
IOPARF_ABORT #define (1<<5) =0x00000020 devices/parallel.h: *65
IOPARF_ACTIVE #define (1<<4) =0x00000010 devices/parallel.h: *67
IOPARF_QUEUED #define (1<<6) =0x00000040 devices/parallel.h: *63
IOPArray structure tag
size 0x0008 devices/parallel.h: *17, 53
IOPrtCmdReq structure tag
size 0x0026 devices/printer.h: *136
IOPTB_PAPEROUT #define 1 =0x00000001 devices/parallel.h: *74
IOPTB_PARBUSY #define 0 =0x00000000 devices/parallel.h: *76
IOPTB_PARSEL #define 2 =0x00000002 devices/parallel.h: *70
IOPTB_RWDIR #define 3 =0x00000003 devices/parallel.h: *68
IOPTF_PAPEROUT #define (1<<1) =0x00000002 devices/parallel.h: *75
IOPTF_PARBUSY #define (1<<0) =0x00000001 devices/parallel.h: *77
IOPTF_PARSEL #define (1<<2) =0x00000004 devices/parallel.h: *73
IOPTF_RWDIR #define (1<<3) =0x00000008 devices/parallel.h: *69
IORRequest structure tag
size 0x0020 exec/io.h: *18
devices/audio.h: 48
devices/timer.h: 29
IOSer +0x0000 struct IOStdReq (size 0x0030) in struct IOExtSer
devices/serial.h: *38
IOStdReq structure tag
size 0x0030 exec/io.h: *27
devices/narrator.h: 68
devices/parallel.h: 28
devices/serial.h: 38
devices/trackdisk.h: 114
IOTArray structure tag
size 0x0008 devices/serial.h: *21, 66
IOTDB_INDEXSYNC #define 4 =0x00000004 devices/trackdisk.h: *124
IOTDF_INDEXSYNC #define (1<<4) =0x00000000 devices/trackdisk.h: *125
iotd_Count unsigned int in struct IOExtTD
+0x0030 devices/trackdisk.h: *115
iotd_Reg struct IOStdReq (size 0x0030) in struct IOExtTD
+0x0000 devices/trackdisk.h: *114
iotd_SecLabel unsigned int in struct IOExtTD
+0x0034 devices/trackdisk.h: *116
io_Actual unsigned int in struct IOStdReq
+0x0020 exec/io.h: *34
io_Actual unsigned int in struct IOClipReq
+0x0020 devices/clipboard.h: *44
io_Baud unsigned int in struct IOExtSer
+0x003c devices/serial.h: *64
io_BrkTime unsigned int in struct IOExtSer
+0x0040 devices/serial.h: *65
io_ClipID int in struct IOClipReq
+0x0030 devices/clipboard.h: *48
io_ColorMap pointer to struct ColorMap in struct IODRPReq
+0x0024 devices/printer.h: *158
io_Command unsigned short int in struct IOREquest
+0x001c exec/io.h: *22
io_Command unsigned short int in struct IOStdReq
+0x001c exec/io.h: *31
io_Command unsigned short int in struct IOClipReq
+0x001c devices/clipboard.h: *41
io_Command unsigned short int in struct IOPrtCmdReq
+0x001c devices/printer.h: *140
io_Command unsigned short int in struct IODRPReq
+0x001c devices/printer.h: *154

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io_CtlChar unsigned int in struct IOExtSer
+0x0030 devices/serial.h: *61
io_Data pointer to pointer to char in struct IOStdReq
+0x0028 exec/io.h: *36
io_Data pointer to char in struct IOClipReq
+0x0028 devices/clipboard.h: *46
io_DestCols int in struct IODRPReq
+0x0034 devices/printer.h: *164
io_DestRows int in struct IODRPReq
+0x0038 devices/printer.h: *165
io_Device pointer to struct Device in struct IOREquest
+0x0014 exec/io.h: *20
io_Device pointer to struct Device in struct IOStdReq
+0x0014 exec/io.h: *29
io_Device pointer to struct Device in struct IOClipReq
+0x0014 devices/clipboard.h: *39
io_Device pointer to struct Device in struct IOPrtCmdReq
+0x0014 devices/printer.h: *138
io_Device pointer to struct Device in struct IODRPReq
+0x0014 devices/printer.h: *152
io_Error char in struct IOREquest
+0x001f exec/io.h: *24
io_Error char in struct IOStdReq
+0x001f exec/io.h: *33
io_Error char in struct IOClipReq
+0x001f devices/clipboard.h: *43
io_Error char in struct IOPrtCmdReq
+0x001f devices/printer.h: *142
io_Error char in struct IODRPReq
+0x001f devices/printer.h: *156
io_ExtFlags unsigned int in struct IOExtSer
+0x0038 devices/serial.h: *63
io_Flags char in struct IOREquest
+0x001e exec/io.h: *23
io_Flags char in struct IOStdReq
+0x001e exec/io.h: *32
io_Flags char in struct IOClipReq
+0x001e devices/clipboard.h: *42
io_Flags char in struct IOPrtCmdReq
+0x001e devices/printer.h: *141
io_Flags char in struct IODRPReq
+0x001e devices/printer.h: *155
io_Length unsigned int in struct IOStdReq
+0x0024 exec/io.h: *35
io_Length unsigned int in struct IOClipReq
+0x0024 devices/clipboard.h: *45
io_Message struct Message (size 0x0014) in struct IOREquest
+0x0000 exec/io.h: *19
io_Message struct Message (size 0x0014) in struct IOStdReq
+0x0000 exec/io.h: *28
io_Message struct Message (size 0x0014) in struct IOClipReq
+0x0000 devices/clipboard.h: *38
io_Message struct Message (size 0x0014) in struct IOPrtCmdReq
+0x0000 devices/printer.h: *137
io_Message struct Message (size 0x0014) in struct IODRPReq
+0x0000 devices/printer.h: *151
io_Modes unsigned int in struct IODRPReq
+0x0028 devices/printer.h: *159
io_Offset unsigned int in struct IOStdReq
+0x002c exec/io.h: *37
io_Offset unsigned int in struct IOClipReq
+0x002c devices/clipboard.h: *47
io_ParFlags char in struct IOExtPar
+0x0035 devices/parallel.h: *52
io_Parm0 char in struct IOPrtCmdReq
+0x0022 devices/printer.h: *144
io_Parm1 char in struct IOPrtCmdReq
+0x0023 devices/printer.h: *145
io_Parm2 char in struct IOPrtCmdReq

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+0x0024 devices/printer.h: *146
io_Parm3 char in struct IOPrtCmdReq
+0x0025 devices/printer.h: *147
io_PExtFlags unsigned int in struct IOExtPar
+0x0030 devices/parallel.h: *50
io_PtCommand unsigned short int in struct IOPrtCmdReq
+0x0020 devices/printer.h: *143
io_PTermArray struct IOPArray (size 0x0008) in struct IOExtPar
+0x0036 devices/parallel.h: *53
io_RastPort pointer to struct RastPort in struct IODRPRreq
+0x0020 devices/printer.h: *157
io_RBufLen unsigned int in struct IOExtSer
+0x0034 devices/serial.h: *62
io_ReadLen char in struct IOExtSer
+0x004c devices/serial.h: *67
io_SerFlags char in struct IOExtSer
+0x004f devices/serial.h: *70
io_Special unsigned short int in struct IODRPRreq
+0x003c devices/printer.h: *166
io_SrcHeight unsigned short int in struct IODRPRreq
+0x0032 devices/printer.h: *163
io_SrcWidth unsigned short int in struct IODRPRreq
+0x0030 devices/printer.h: *162
io_SrcX unsigned short int in struct IODRPRreq
+0x002c devices/printer.h: *160
io_SrcY unsigned short int in struct IODRPRreq
+0x002e devices/printer.h: *161
IO_STATB_OVERRUN #define 8 =0x00000008 devices/serial.h: *125
IO_STATB_READBREAK #define 10 =0x0000000a devices/serial.h: *121
IO_STATB_WROTEBREAK #define 9 =0x00000009 devices/serial.h: *123
IO_STATB_XOFFREAD #define 12 =0x0000000c devices/serial.h: *117
IO_STATB_XOFFWRITE #define 11 =0x0000000b devices/serial.h: *119
IO_STATF_OVERRUN #define (l<<8) =0x00000100 devices/serial.h: *126
IO_STATF_READBREAK #define (l<<10) =0x00000400 devices/serial.h: *122
IO_STATF_WROTEBREAK #define (l<(9) =0x00000200 devices/serial.h: *124
IO_STATF_XOFFREAD #define (l<(12) =0x00000100 devices/serial.h: *118
IO_STATF_XOFFWRITE #define (l<(11) =0x00000800 devices/serial.h: *120
io_Status char in struct IOExtPar
+0x0034 devices/parallel.h: *51
io_Status unsigned short int in struct IOExtSer
+0x0050 devices/serial.h: *71
io_StopBits char in struct IOExtSer
+0x004e devices/serial.h: *69
io_TermArray struct IOTArray (size 0x0008) in struct IOExtSer
+0x0044 devices/serial.h: *66
io_Unit pointer to struct Unit in struct IOREquest
+0x0018 exec/io.h: *21
io_Unit pointer to struct Unit in struct IOStdReq
+0x0018 exec/io.h: *30
io_Unit pointer to struct Unit in struct IOClipReq
+0x0018 devices/clipboard.h: *40
io_Unit pointer to struct Unit in struct IOPrtCmdReq
+0x0018 devices/printer.h: *139
io_Unit pointer to struct Unit in struct IODRPRreq
+0x0018 devices/printer.h: *153
io_WriteLen char in struct IOExtSer
+0x004d devices/serial.h: *68
Iptr pointer to struct Isrvstr in struct Isrvstr
+0x000e graphics/graphint.h: *21
ISDRAWN #define 0x1000 =0x00001000 intuition/intuition.h: *130
ISGRTRX #define 4 =0x00000004 graphics/clip.h: *74
ISGRTRY #define 8 =0x00000008 graphics/clip.h: *75
ISLESSX #define 1 =0x00000001 graphics/clip.h: *72
ISLESSY #define 2 =0x00000002 graphics/clip.h: *73
Isrvstr structure tag
    size 0x001e graphics/graphint.h: *18, 21
is_Code pointer to function returning void in struct Interrupt
+0x0012 exec/interrupts.h: *25
is_Data pointer to pointer to char in struct Interrupt

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+0x000e exec/interrupts.h: *24
is_Node +0x0000 struct Node (size 0x000e) in struct Interrupt
exec/interrupts.h: *23
is_Node +0x0000 struct Node (size 0x000e) in struct Isrvstr
ITEMENABLED #define 0x0010 =0x00000010 intuition/intuition.h: *117
ItemFill +0x0012 pointer to pointer to char in struct MenuItem
intuition/intuition.h: *94
ITEMNUM Macro (1 argument) intuition/intuition.h: *945
ITEMTEXT #define 0x0002 =0x00000002 intuition/intuition.h: *114
IText +0x000c pointer to char in struct IntuiText
intuition/intuition.h: *501
ITextFont +0x0008 pointer to struct TextAttr in struct IntuiText
intuition/intuition.h: *500
itof Macro (1 argument) libraries/mathffp.h: *31
itof Macro (1 argument) libraries/mathieeedp.h: *32
iv_Code pointer to function returning void in struct IntVector
exec/interrupts.h: *31
iv_Data +0x0004 pointer to pointer to char in struct IntVector
exec/interrupts.h: *30
iv_Node +0x0000 pointer to struct Node in struct IntVector
exec/interrupts.h: *32
JAML #define 0 =0x00000000 graphics/rastport.h: *88
JAM2 #define 1 =0x00000001 graphics/rastport.h: *89
JazzX short int in struct Menu
+0x0016 intuition/intuition.h: *67
short int in struct Menu
JazzY +0x0018 intuition/intuition.h: *67
short int in struct Menu
joy0dat +0x000a unsigned short int in struct Custom
hardware/custom.h: *25
joyldat +0x0000 unsigned short int in struct Custom
hardware/custom.h: *26
joytest +0x0008 unsigned short int in struct Custom
hardware/custom.h: *46
KBD_ADDRESSHANDLER #define (CMD_NONSTD+2) =0x0000000b devices/keyboard.h: *19
KBD_READEVENT #define (CMD_NONSTD+0) =0x00000009 devices/keyboard.h: *17
KBD_READMATRIX #define (CMD_NONSTD+1) =0x0000000a devices/keyboard.h: *18
KBD_RESETHANDLER #define (CMD_NONSTD+3) =0x0000000c devices/keyboard.h: *20
KBD_RESETHANDLERDONE #define (CMD_NONSTD+4) =0x0000000d devices/keyboard.h: *21
KCB_ALT #define 1 =0x00000001 devices/keymap.h: *47
KCB_CONTROL #define 2 =0x00000002 devices/keymap.h: *49
KCB_DEAD #define 5 =0x00000005 devices/keymap.h: *54
KCB_DOWNUP #define 3 =0x00000003 devices/keymap.h: *51
KCB_NOP #define 7 =0x00000007 devices/keymap.h: *60
KCB_SHIFT #define 0 =0x00000000 devices/keymap.h: *45
KCB_STRING #define 6 =0x00000006 devices/keymap.h: *57
KCF_ALT #define 0x02 =0x00000002 devices/keymap.h: *48
KCF_CONTROL #define 0x04 =0x00000004 devices/keymap.h: *50
KCF_DEAD #define 0x20 =0x00000020 devices/keymap.h: *55
KCF_DOWNUP #define 0x08 =0x00000008 devices/keymap.h: *52
KCF_NOP #define 0x80 =0x00000080 devices/keymap.h: *61
KCF_SHIFT #define 0x01 =0x00000001 devices/keymap.h: *46
KCF_STRING #define 0x40 =0x00000040 devices/keymap.h: *58
KC_NQQUAL #define 0 =0x00000000 devices/keymap.h: *43
KC_VANILLA #define 7 =0x00000007 devices/keymap.h: *44
KEYCODE_B #define 0x35 =0x00000035 intuition/intuition.h: *1025
KEYCODE_M #define 0x37 =0x00000037 intuition/intuition.h: *1023
KEYCODE_N #define 0x36 =0x00000036 intuition/intuition.h: *1022
KEYCODE_Q #define 0x10 =0x00000010 intuition/intuition.h: *1020
KEYCODE_V #define 0x34 =0x00000034 intuition/intuition.h: *1024
KEYCODE_X #define 0x32 =0x00000032 intuition/intuition.h: *1021
KeyMap structure tag
size 0x0020 devices/Keymap.h: *20, 33
devices/conunit.h: 55
intuition/intuition.h: 479
KeyMapNode structure tag
size 0x002e devices/Keymap.h: *31
KeyMapResource structure tag
size 0x001c devices/Keymap.h: *37

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KeyRptDelay struct timeval (size 0x0008) in struct Preferences
 +0x000c intuition/preferences.h: *55
 KeyRptSpeed struct timeval (size 0x0008) in struct Preferences
 +0x0004 intuition/preferences.h: *54
 KickCheckSum pointer to pointer to char in struct ExecBase
 +0x022a exec/execbase.h: *117
 KickMemPtr pointer to pointer to char in struct ExecBase
 +0x0222 exec/execbase.h: *115
 KickTagPtr pointer to pointer to char in struct ExecBase
 +0x0226 exec/execbase.h: *116
 km_HiCapsable pointer to char in struct KeyMap
 +0x0018 devices/keymap.h: *27
 km_HiKeyMap pointer to unsigned int in struct KeyMap
 +0x0014 devices/keymap.h: *26
 km_HiKeyMapTypes pointer to char in struct KeyMap
 +0x0010 devices/keymap.h: *25
 km_HiRepeatable pointer to char in struct KeyMap
 +0x001c devices/keymap.h: *28
 km_LoCapsable pointer to char in struct KeyMap
 +0x0008 devices/keymap.h: *23
 km_LoKeyMap pointer to unsigned int in struct KeyMap
 +0x0004 devices/keymap.h: *22
 km_LoKeyMapTypes pointer to char in struct KeyMap
 +0x0000 devices/keymap.h: *21
 km_LoRepeatable pointer to char in struct KeyMap
 +0x000c devices/keymap.h: *24
 KNOBHIIT #define 0x0100 =0x00000100 intuition/intuition.h: *433
 KNOBMIN #define 6 =0x00000006 intuition/intuition.h: *435
 KNOBVMIN #define 4 =0x00000004 intuition/intuition.h: *436
 kn_KeyMap struct KeyMap (size 0x0020) in struct KeyMapNode
 +0x000e devices/keymap.h: *33
 kn_Node struct Node (size 0x000e) in struct KeyMapNode
 +0x0000 devices/keymap.h: *32
 kr_List struct List (size 0x000e) in struct KeyMapResource
 +0x000e devices/keymap.h: *39
 kr_Node struct Node (size 0x000e) in struct KeyMapResource
 +0x0000 devices/keymap.h: *38
 LACE #define 4 =0x00000004 graphics/view.h: *61
 LaceWB char in struct Preferences
 +0x00b9 intuition/preferences.h: *108
 LACEWB #define 0x01 =0x00000001 intuition/preferences.h: *131
 LastAlert array [4] of int in struct ExecBase
 +0x0202 exec/execbase.h: *90
 lastBlissObj pointer to pointer to char in struct GelsInfo
 +0x0222 graphics/rastport.h: *47
 LastChanceMemory pointer to struct SignalSemaphore in struct GfxBase
 +0x00e0 graphics/gfxbase.h: *61
 lastColor pointer to pointer to short int in struct GelsInfo
 +0x000e graphics/rastport.h: *44
 Layer structure tag
 size 0x00a0 graphics/clip.h: *25, 27, 58
 graphics/rastport.h: 52
 graphics/layers.h: 34, 35, 36
 intuition/intuition.h: 157, 465, 788
 intuition/screens.h: 81
 Layer pointer to struct Layer in struct RastPort
 +0x0000 graphics/rastport.h: *52
 LAYERBACKDROP #define 0x40 =0x00000040 graphics/layers.h: *25
 LayerInfo pointer to struct Layer_Info in struct Layer
 +0x0044 graphics/clip.h: *43
 LayerInfo struct Layer_Info (size 0x0066) in struct Screen
 +0x00e0 intuition/screens.h: *65
 LayerInfo_extra structure tag
 size 0x0000 graphics/layers.h: 46
 LayerInfo_extra pointer to struct LayerInfo_extra in struct Layer_Info
 +0x0062 graphics/layers.h: *46
 LayerInfo_extra_size unsigned short int in struct Layer_Info
 +0x005c graphics/layers.h: *44
 LayerPtr pointer to struct Layer in struct StringInfo

+0x0018 intuition/intuition.h: *465
 LAYERREFRESH #define 0x80 =0x00000080 graphics/layers.h: *26
 LAYERSIMPLE #define 1 =0x00000001 graphics/layers.h: *21
 LAYERSMART #define 2 =0x00000002 graphics/layers.h: *22
 LAYERSUPER #define 4 =0x00000004 graphics/layers.h: *23
 LAYERUPDATING #define 0x10 =0x00000010 graphics/layers.h: *24
 LAYER_CLIPRECTS_LOST #define 0x100 =0x00000100 graphics/layers.h: *27
 Layer_Info structure tag
 size 0x0066 graphics/clip.h: 43
 graphics/layers.h: *32
 intuition/screens.h: 65
 LCMptr pointer to unsigned short int in struct GfxBase
 graphics/gfxbase.h: *62
 LEFTBORDER #define 0x0020 =0x00000020 intuition/intuition.h: *312
 LeftBorder unsigned short int in struct PropInfo
 +0x0012 intuition/intuition.h: *423
 LeftEdge short int in struct Menu
 +0x0004 intuition/intuition.h: *60
 LeftEdge short int in struct MenuItem
 +0x0004 intuition/intuition.h: *88
 LeftEdge short int in struct Requester
 +0x0004 intuition/intuition.h: *145
 LeftEdge short int in struct Gadget
 +0x0004 intuition/intuition.h: *197
 LeftEdge short int in struct IntuiText
 +0x0004 intuition/intuition.h: *498
 LeftEdge short int in struct Border
 +0x0000 intuition/intuition.h: *524
 LeftEdge short int in struct Image
 +0x0000 intuition/intuition.h: *545
 LeftEdge short int in struct Window
 +0x0004 intuition/intuition.h: *697
 LeftEdge short int in struct NewWindow
 +0x0000 intuition/intuition.h: *852
 LeftEdge short int in struct Screen
 +0x0008 intuition/screens.h: *45
 LeftEdge short int in struct NewScreen
 intuition/screens.h: *119
 LEFTHIT #define 4 =0x00000004 graphics/collide.h: *32
 leftmost short int in struct GelsInfo
 +0x0016 graphics/rastport.h: *46
 LETTER #define 0x100 =0x00000100 intuition/preferences.h: *159
 lh_Flags #define lib_Flags =0x00000000 exec/libraries.h: *50
 lh_Head pointer to struct Node in struct List
 exec/lists.h: *20
 lh_IdString #define lib_IdString =0x00000000 exec/libraries.h: *56
 lh_NegSize #define lib_NegSize =0x00000000 exec/libraries.h: *52
 lh_Node #define lib_Node =0x00000000 exec/libraries.h: *49
 lh_OpenCnt #define lib_OpenCnt =0x00000000 exec/libraries.h: *58
 lh_pad #define lib_pad =0x00000000 exec/libraries.h: *51
 lh_PossSize #define lib_PossSize =0x00000000 exec/libraries.h: *53
 lh_Revision #define lib_Revision =0x00000000 exec/libraries.h: *55
 lh_Sum #define lib_Sum =0x00000000 exec/libraries.h: *57
 lh_Tail pointer to struct Node in struct List
 exec/lists.h: *21
 lh_TailPred pointer to struct Node in struct List
 +0x0008 exec/lists.h: *22
 lh_Type char in struct List
 exec/lists.h: *23
 lh_Version #define lib_Version =0x00000000 exec/libraries.h: *54
 LIBF_CHANGED #define (1<<1) =0x00000002 exec/libraries.h: *44
 LIBF_DELETE #define (1<<3) =0x00000008 exec/libraries.h: *46
 LIBF_SUMEXP #define (1<<0) =0x00000001 exec/libraries.h: *43
 LIBF_SUMMING #define (1<<2) =0x00000004 exec/libraries.h: *45
 LibList struct List (size 0x000e) in struct ExecBase
 +0x017a exec/execbase.h: *81
 LibNode struct Library (size 0x0022) in struct ExecBase
 exec/execbase.h: *31
 LibNode struct Library (size 0x0022) in struct GfxBase

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+0x0000 graphics/gfxbase.h: *25
LibNode struct Library (size 0x0022) in struct IntuitionBase
+0x0000 intuition/intuitionbase.h: *148
LibNode struct Library (size 0x0022) in struct ExpansionBase
+0x0000 libraries/expansionbase.h: *45
LibNode struct Library (size 0x0022) in struct RomBootBase
+0x0000 libraries/romboot_base.h: *34
LIBRARIES_CONFIGREGS_H #define =0x00000000 libraries/configregs.h: *2
LIBRARIES_CONFIGVARS_H #define =0x00000000 libraries/configvars.h: *2
LIBRARIES_DISKFONT_H #define =0x00000000 libraries/diskfont.h: *2
LIBRARIES_DOSEXTENS_H #define =0x00000000 libraries/dosextens.h: *2
LIBRARIES_DOS_H #define =0x00000000 libraries/dos.h: *2
LIBRARIES_EXPANSIONBASE_H #define =0x00000000 libraries/expansionbase.h: *2
LIBRARIES_EXPANSION_H #define =0x00000000 libraries/expansion.h: *2
LIBRARIES_FILEHANDLER_H #define =0x00000000 libraries/filehandler.h: *2
LIBRARIES_MATHFFP_H #define =0x00000000 libraries/mathffp.h: *2
LIBRARIES_MATHIEEEDP_H #define =0x00000000 libraries/mathieeedp.h: *2
LIBRARIES_MATHLIBRARY_H #define =0x00000000 libraries/mathlibrary.h: *2
LIBRARIES_ROMBOOT_BASE_H #define =0x00000000 libraries/romboot_base.h: *2
LIBRARIES_TRANSLATOR_H #define =0x00000000 libraries/translator.h: *2
Library structure tag
    size 0x0022
        exec/libraries.h: *30
        exec/devices.h: 25
        exec/execbase.h: 31
            libraries/dosextens.h: 165
            devices/prtbase.h: 47
            graphics/gfxbase.h: 25
            intuition/intuitionbase.h: 148
            libraries/expansionbase.h: 45
            libraries/mathlibrary.h: 23
            libraries/romboot_base.h: 34
            resources/disk.h: 49, 53, 54
            resources/misc.h: 36
H LIBRARY_VERSION #define 34 =0x00000022 exec/types.h: *56
LIB_BASE #define (-LIB_VECTSIZE) =0xfffffffffa exec/libraries.h: *20
LIB_CLOSE #define (-12) =0xfffffffff4 exec/libraries.h: *25
LIB_EXPUNGE #define (-18) =0xfffffff4ee exec/libraries.h: *26
LIB_EXFUNC #define (-24) =0xfffffff8e8 exec/libraries.h: *27
lib_Flags char in struct Library
+0x000e exec/libraries.h: *32
lib_IdString pointer to pointer to char in struct Library
+0x0018 exec/libraries.h: *38
lib_NegSize unsigned short int in struct Library
+0x0010 exec/libraries.h: *34
lib_Node struct Node (size 0x000e) in struct Library
+0x0000 exec/libraries.h: *31
LIB_NONSTD #define (LIB_USERDEF) =0xffffffe2 exec/libraries.h: *22
LIB_OPEN #define (-6) =0xfffffffffa exec/libraries.h: *24
lib_OpenCnt unsigned short int in struct Library
+0x0020 exec/libraries.h: *40
lib_pad char in struct Library
+0x000f exec/libraries.h: *33
lib_PosSize unsigned short int in struct Library
+0x0012 exec/libraries.h: *35
LIB_RESERVED #define 4 =0x00000004 exec/libraries.h: *19
lib_Revision unsigned short int in struct Library
+0x0016 exec/libraries.h: *37
lib_Sum unsigned int in struct Library
+0x001c exec/libraries.h: *39
LIB_USERDEF #define (LIB_BASE-(LIB_RESERVED*LIB_VECTSIZE)) =0xffffffe2
exec/libraries.h: *21
LIB_VECTSIZE #define 6 =0x00000006 exec/libraries.h: *18
lib_Version unsigned short int in struct Library
+0x0014 exec/libraries.h: *36
LINEMODE #define 0x1 =0x00000001 hardware/blit.h: *57
LinePtn unsigned short int in struct RastPort
+0x0022 graphics/rastport.h: *67
linpatcnt char in struct RastPort
+0x001e graphics/rastport.h: *64

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```

List structure tag
    size 0x000e
        exec/lists.h: *19
        exec/tasks.h: 43
        exec/ports.h: 33
        exec/interrupts.h: 37
        exec/execbase.h: 77, 78, 79, 80, 81, 82, 83, 84, 107
        devices/keymap.h: 39
        graphics/layers.h: 39
        graphics/gfxbase.h: 35, 48, 50
        libraries/expansionbase.h: 51, 52
        libraries/romboot_base.h: 36
        resources/disk.h: 56
        resources/filesysres.h: 29
        workbench/workbench.h: 71
            #define -1 =0xffffffff graphics/layers.h: *30
            pointer to char in struct Node
        exec/nodes.h: *19
        exec/nodes.h: *16
        ln_Pri char in struct Node
+0x0004
        exec/nodes.h: *18
        exec/nodes.h: *15
        exec/nodes.h: *17
        exec/nodes.h: *17
        structure tag
        devices/hardblocks.h: *183
        pointer to struct Layer in struct ClipRect
        graphics/clip.h: *58
        Lock struct SignalSemaphore (size 0x002e) in struct Layer
+0x0048
        graphics/clip.h: *44
        Lock struct SignalSemaphore (size 0x002e) in struct Layer_Info
+0x0018
        graphics/layers.h: *38
        LockLayersCount char in struct Layer_Info
+0x005b
        graphics/layers.h: *43
        LOFCprList pointer to struct cplist in struct View
+0x0004
        graphics/view.h: *50
        LOFlist pointer to unsigned short int in struct GfxBase
+0x0032
        graphics/gfxbase.h: *30
        log #define SPLog =0x00000000 libraries/mathffp.h: *45
        log #define IEEEDEPLog =0x00000000 libraries/mathieeedp.h: *46
        LOG10 #define ((float) 2.302585092994046) libraries/mathffp.h: *22
        log10 #define SPLog10 =0x00000000 libraries/mathffp.h: *46
        LOG10 #define ((double) 2.302585092994046) libraries/mathieeedp.h: *25
        log10 #define IEEEDEPLog10 =0x00000000 libraries/mathieeedp.h: *47
        LONELYMESSAGE #define 0x80000000 =0x80000000 intuition/intuition.h: *668
        LONG typedef long int
        many references; defined in exec/types.h: *20
        LONGBITS typedef unsigned long int
        exec/types.h: *22
        LONGINT #define 0x0800 =0x00000800 intuition/intuition.h: *321
        LongInt int in struct StringInfo
+0x001c
        intuition/intuition.h: *472
        longreserved array [2] of unsigned int in struct RastPort
+0x0046
        graphics/rastport.h: *80
        longreserved int in struct Layer_Info
+0x0054
        graphics/layers.h: *40
        LOWCHECKWIDTH #define 13 =0x0000000d intuition/intuition.h: *978
        LOWCOMMWIDTH #define 16 =0x00000010 intuition/intuition.h: *979
        LowMemChkSum short int in struct ExecBase
+0x0024
        exec/execbase.h: *34
        lsb_ChkSum int in struct LoadSegBlock
+0x0008
        devices/hardblocks.h: *186
        lsb_HostID unsigned int in struct LoadSegBlock
+0x000c
        devices/hardblocks.h: *187
        lsb_ID unsigned int in struct LoadSegBlock
+0x0000
        devices/hardblocks.h: *184
        lsb_LoadData array [123] of unsigned int in struct LoadSegBlock
+0x0014
        devices/hardblocks.h: *189

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lsb_Next      unsigned int in struct LoadSegBlock
+0x0010      devices/hardblocks.h: *188
lsb_SummedLongs  unsigned int in struct LoadSegBlock
+0x0004      devices/hardblocks.h: *185
LW_RESERVED   #define l =0x00000001 intuition/preferences.h: *132
l_pad        char in struct List
+0x000d      exec/lists.h: *24
MakeDosNode   extern function returning pointer to struct DeviceNode
              (size 0x002c)
              libraries/expansion.h: *26
MALE          #define 0 =0x00000000 devices/narrator.h: *43
Mask           char in struct RastPort
+0x0018      graphics/rastport.h: *58
Mask           pointer to unsigned short int in struct BoolInfo
+0x0002      intuition/intuition.h: *363
MatchToolValue extern function returning "LONG" workbench/icon.h: *30
MathIEEEBase   structure tag
              size 0x003c libraries/mathlibrary.h: *21
MathIEEEBase_68881 pointer to unsigned short int in struct MathIEEEBase
+0x0024      libraries/mathlibrary.h: *26
MathIEEEBase_Flags unsigned char in struct MathIEEEBase
+0x0222      libraries/mathlibrary.h: *24
MathIEEEBase_LibNode struct Library (size 0x0022) in struct MathIEEEBase
+0x0000      libraries/mathlibrary.h: *23
MathIEEEBase_reserved1 unsigned char in struct MathIEEEBase
+0x0023      libraries/mathlibrary.h: *25
MathIEEEBase_Resource pointer to struct MathIEEEResource in struct
              MathIEEEBase
+0x0030      libraries/mathlibrary.h: *29
MathIEEEBase_SegList pointer to pointer to char in struct MathIEEEBase
+0x002c      libraries/mathlibrary.h: *28
MathIEEEBase_SysLib pointer to pointer to char in struct MathIEEEBase
+0x0028      libraries/mathlibrary.h: *27
MathIEEEBase_TaskCloseLib pointer to function returning int in struct
              MathIEEEBase
+0x0038      libraries/mathlibrary.h: *31
MathIEEEBase_TaskOpenLib pointer to function returning int in struct
              MathIEEEBase
+0x0034      libraries/mathlibrary.h: *30
MathIEEEResource structure tag
              size 0x002c libraries/mathlibrary.h: 29
              resources/mathresource.h: *35
MATHIERESOURCEF_DBLBAS #define (l<<0) =0x00000001
              resources/mathresource.h: *49
MATHIERESOURCEF_DBLTRANS #define (l<<1) =0x00000002
              resources/mathresource.h: *50
MATHIERESOURCEF_EXTBAS #define (l<<4) =0x00000010
              resources/mathresource.h: *53
MATHIERESOURCEF_EXTRANS #define (l<<5) =0x00000020
              resources/mathresource.h: *54
MATHIERESOURCEF_SGLBAS #define (l<<2) =0x00000004
              resources/mathresource.h: *51
MATHIERESOURCEF_SGLTRANS #define (l<<3) =0x00000008
              resources/mathresource.h: *52
MathIEEEResource_BaseAddr pointer to unsigned short int in struct
              MathIEEEResource
+0x0010      resources/mathresource.h: *39
MathIEEEResource_DblBasInit pointer to function returning void in struct
              MathIEEEResource
+0x0014      resources/mathresource.h: *40
MathIEEEResource_DblTransinit pointer to function returning void in struct
              MathIEEEResource
+0x0018      resources/mathresource.h: *41
MathIEEEResource_ExtBasInit pointer to function returning void in struct
              MathIEEEResource
+0x0024      resources/mathresource.h: *44
MathIEEEResource_ExtTransinit pointer to function returning void in struct
              MathIEEEResource
+0x0028      resources/mathresource.h: *45

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MathIEEEResource_Flags unsigned short int in struct MathIEEEResource
+0x000e      resources/mathresource.h: *38
MathIEEEResource_Node struct Node (size 0x000e) in struct MathIEEEResource
+0x0000      resources/mathresource.h: *37
MathIEEEResource_SglBasInit pointer to function returning void in struct
              MathIEEEResource
+0x001c      resources/mathresource.h: *42
MathIEEEResource_SglTransInit pointer to function returning void in struct
              MathIEEEResource
+0x0020      resources/mathresource.h: *43
MAXBODY        #define 0xFFFF =0x0000ffff intuition/intuition.h: *437
MAXBYTESPERROW #define 128 =0x00000080 hardware/blit.h: *18
MaxChars       +0x000a
MaxCount       +0x0012
MaxCount       +0x0008
MaxCount       +0x0001
MaxDisplayColumn +0x00d6
MaxDisplayRow   +0x00d4
MaxExtMem      +0x004e
MAXFONTNAME    MAXFONTPATH
MAXFREQ        MaxHeight
+0x0016
MaxHeight      +0x002c
MAXINT          MAXLocMem
+0x003e
MAXPITCH        MAXPOT
MAXRATE         MAXTABS
MAXVOL          MaxWidth
+0x0014
MaxWidth      +0x002a
MaxX            +0x0004
MaxY            +0x0006
mc_Bytess      +0x0004
mc_Next        +0x0000
MeMask          +0x0020
MemChunk       size 0x0008
MemEntry       size 0x0008
MEMF_CHIP      MEMF_CLEAR
MEMF_FAST      MEMF_LARGEST
MEMF_PUBLIC    MemHeader
              size 0x0020
MemList         size 0x0018
MemList         size 0x000e in struct ExecBase

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```

+0x0142 exec/execbase.h: *77
Memory pointer to char in struct Remember
+0x0008 intuition/intuition.h: *932
MEM_BLOCKMASK #define 7 =0x00000007 exec/memory.h: *74
MEM_BLOCKSIZE #define 8 =0x00000008 exec/memory.h: *73
Menu structure tag
size 0x00le intuition/intuition.h: *57, 59, 707
MENUCANCEL #define 0x0002 =0x00000002 intuition/intuition.h: *674
MENUDOWN #define (IECODE_RBUTTON) =0x00000069
intuition/intuition.h: *1009
MENUNABLED #define 0x0001 =0x00000001 intuition/intuition.h: *72
MenuHBorder char in struct Screen
+0x0022 intuition/screens.h: *56
MENUHOT #define 0x0001 =0x00000001 intuition/intuition.h: *673
MenuItem structure tag
size 0x0022 intuition/intuition.h: 64, *85, 87, 103
MenuName pointer to char in struct Menu
+0x000e intuition/intuition.h: *63
MENUNULL #define 0xFFFF =0x0000ffff intuition/intuition.h: *964
MENUNUM Macro (1 argument) intuition/intuition.h: *944
MENUPICK #define 0x00000100 =0x00000100 intuition/intuition.h: *646
MENUSTATE #define 0x8000 =0x00008000 intuition/intuition.h: *827
MenuStrip pointer to struct Menu in struct Window
+0x001c intuition/intuition.h: *707
MENUTOGGLE #define 0x0008 =0x00000008 intuition/intuition.h: *116
MENUTOGLED #define 0x4000 =0x00004000 intuition/intuition.h: *132
MENUUP #define (IECODE_RBUTTON | IECODE_UP_PREFIX) =0x000000e9
intuition/intuition.h: *1008
MenuVBorder char in struct Screen
+0x0021 intuition/screens.h: *56
MENUVERIFY #define 0x00002000 =0x00002000 intuition/intuition.h: *651
MENUWAITING #define 0x0003 =0x00000003 intuition/intuition.h: *675
Message structure tag
size 0x0014
exec/ports.h: *47
exec/io.h: 19, 28
devices/audio.h: 55
devices/clipboard.h: 38, 54
devices/printer.h: 137, 151
libraries/dosextens.h: 61, 80, 111
graphics/text.h: 57
intuition/intuition.h: 598
resources/disk.h: 42
workbench/startup.h: 26
message struct IOStdReq (size 0x0030) in struct narrator_rb
+0x0000 devices/narrator.h: *68
MessageKey pointer to struct IntuiMessage in struct Window
+0x005e intuition/intuition.h: *755
meu_Addr pointer to pointer to char in union (no tag)
exec/memory.h: *43
meu_Reqs unsigned int in union (no tag)
exec/memory.h: *42
me_Addr #define me_Un.meu_Addr exec/memory.h: *50
me_Length unsigned int in struct MemEntry
exec/memory.h: *45
me_Reqs #define me_Un.meu_Reqs exec/memory.h: *49
me_Un union (no tag) (size 0x0004) in struct MemEntry
exec/memory.h: *44
mh_Attributes #define me_Un =0x00000000 exec/memory.h: *48
+0x000e unsigned short int in struct MemHeader
exec/memory.h: *30
mh_First pointer to struct MemChunk in struct MemHeader
exec/memory.h: *31
mh_Free +0x0010
mh_Lower +0x001c
mh_Node +0x0014
mh_Upper +0x0000
pointer to pointer to char in struct MemHeader
exec/memory.h: *32
struct Node (size 0x000e) in struct MemHeader
exec/memory.h: *29
pointer to pointer to char in struct MemHeader
exec/memory.h: *29

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+0x0018 exec/memory.h: *33
Micros unsigned int in struct IntuiMessage
+0x0028 intuition/intuition.h: *625
Micros unsigned int in struct IntuitionBase
+0x004c intuition/intuitionbase.h: *164
MicrosPerLine unsigned short int in struct GfxBase
+0x00e8 graphics/gfxbase.h: *63
MIDRAWN #define 0x0100 =0x00000100 intuition/intuition.h: *75
MinDisplayColumn unsigned short int in struct GfxBase
+0x00ea graphics/gfxbase.h: *64
MINFREQ #define 5000 =0x00001388 devices/narrator.h: *58
MinHeight short int in struct Window
+0x0012 intuition/intuition.h: *702
MinHeight short int in struct NewWindow
+0x0028 intuition/intuition.h: *901
MININT #define 0x80000000 =0x80000000 libraries/dos.h: *41
MinList structure tag
size 0x000c
exec/lists.h: *28
exec/semaphores.h: 52
graphics/layers.h: 37
MinNode structure tag
size 0x0008
exec/nodes.h: *23, 24, 25
exec/lists.h: 29, 30, 31
exec/semaphores.h: 44
MINPITCH #define 65 =0x00000041 devices/narrator.h: *56
MINRATE #define 40 =0x00000028 devices/narrator.h: *54
minterms array [8] of char in struct RastPort
graphics/rastport.h: *69
+0x0028
MINVOL #define 0 =0x00000000 devices/narrator.h: *60
MinWidth short int in struct Window
intuition/intuition.h: *702
MinWidth short int in struct NewWindow
intuition/intuition.h: *901
MinX short int in struct Rectangle
graphics/gfx.h: *25
MinY short int in struct Rectangle
graphics/gfx.h: *25
+0x0002
MISNAME #define "misc.resource" resources/misc.h: *44
MiscResource structure tag
size 0x0032
mlh_Head pointer to struct MinNode in struct MinList
exec/lists.h: *29
mlh_Tail +0x0000
pointer to struct MinNode in struct MinList
exec/lists.h: *30
mlh_TailPred +0x0008
exec/lists.h: *31
mln_Pred pointer to struct MinNode in struct MinNode
exec/nodes.h: *25
mln_Succ pointer to struct MinNode in struct MinNode
exec/nodes.h: *24
ml_ME array [1] of struct MemEntry (size 0x0008) in struct MemList
exec/memory.h: *58
+0x0010
ml_me
ml_Node pointer to struct Node (size 0x000e) in struct MemList
exec/memory.h: *56
+0x0000
ml_NumEntries unsigned short int in struct MemList
exec/memory.h: *57
mn_Length unsigned short int in struct Message
exec/ports.h: *50
mn_Node struct Node (size 0x000e) in struct Message
exec/ports.h: *48
mn_ReplyPort pointer to struct MsgPort in struct Message
exec/ports.h: *49
mode unsigned short int in struct narrator_rb
devices/narrator.h: *71
Modes unsigned short int in struct ViewPort
+0x0020
graphics/view.h: *41
Modes unsigned short int in struct View
graphics/view.h: *54
+0x0010

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Modes     unsigned short int in struct GfxBase
+0x009e  graphics/gfxbase.h: *37
MODE_640   #define 0x8000 =0x00008000 graphics/display.h: *14
MODE_NEWFILE #define 1006 =0x000003ee libraries/dos.h: *28
MODE_OLDFILE #define 1005 =0x000003ed libraries/dos.h: *26
MODE_READWRITE #define 1004 =0x000003ec libraries/dos.h: *30
MountList   struct List (size 0x000e) in struct ExpansionBase
+0x004a  libraries/expansionbase.h: *52
MOUSEBUTONS #define 0x00000008 =0x00000008 intuition/intuition.h: *641
MOUSEMOVE   #define 0x00000010 =0x00000010 intuition/intuition.h: *642
MouseX      short int in struct IntuiMessage
+0x0020  intuition/intuition.h: *620
short int in struct Window
+0x000e  intuition/intuition.h: *700
MouseX      short int in struct Screen
+0x0012  intuition/screens.h: *48
short int in struct IntuitionBase
+0x0046  intuition/intuitionbase.h: *161
short int in struct IntuiMessage
+0x0022  intuition/intuition.h: *620
short int in struct Window
+0x000c  intuition/intuition.h: *700
short int in struct Screen
+0x0010  intuition/screens.h: *48
short int in struct IntuitionBase
+0x0044  intuition/intuitionbase.h: *161
mouths     char in struct narrator_rb
+0x0042  devices/narrator.h: *77
mouth_rb    structure tag
size 0x004a devices/narrator.h: *87
mp_Flags    char in struct MsgPort
+0x000e  exec/ports.h: *30
mp_MsgList  struct List (size 0x000e) in struct MsgPort
+0x0014  exec/ports.h: *33
mp_Node     struct Node (size 0x000e) in struct MsgPort
+0x0000  exec/ports.h: *29
mp_SigBit   char in struct MsgPort
+0x000f  exec/ports.h: *31
mp_SigTask  pointer to struct Task in struct MsgPort
+0x0010  exec/ports.h: *32
#define mp_SigTask =0x00000000 exec/ports.h: *36
mr_AllocArray array [4] of unsigned int in struct MiscResource
+0x0022  resources/misc.h: *37
MR_ALLOCMISCRESOURCE #define (LIB_BASE) =0xffffffffa resources/misc.h: *40
MR_FREEMISCRESOURCE #define (LIB_BASE + LIB_VECSIZE) =0xffffffffa
resources/misc.h: *41
mr_Library   struct Library (size 0x0022) in struct MiscResource
+0x0000  resources/misc.h: *36
MR_PARALLELBITS #define 3 =0x00000003 resources/misc.h: *31
MR_PARALLELPORT #define 2 =0x00000002 resources/misc.h: *30
MR_SERIALBITS  #define 1 =0x00000001 resources/misc.h: *29
MR_SERIALPORT #define 0 =0x00000000 resources/misc.h: *28
MsgPort      structure tag
size 0x0022 exec/ports.h: *28, 49
exec/devices.h: 32
exec/semmaphores.h: 33
devices/conunit.h: 35
libraries/dosextens.h: 36, 62, 63, 81, 228, 258, 294
intuition/intuition.h: 754
devices/prtbase.h: 61, 86
libraries/filehandler.h: 99
workbench/startup.h: 27
MTYPE_CLOSEDOWN #define 5 =0x00000005 workbench/workbench.h: *82
MTYPE_DISKCHANGE #define 3 =0x00000003 workbench/workbench.h: *80
MTYPE_IOPROC    #define 6 =0x00000006 workbench/workbench.h: *83
MTYPE_PSTD      #define 1 =0x00000001 workbench/workbench.h: *78
MTYPE_TIMER     #define 4 =0x00000004 workbench/workbench.h: *81
MTYPE_TOOLEXIT   #define 2 =0x00000002 workbench/workbench.h: *79
MULTIPLY_DIMENSIONS #define 0x0080 =0x00000080 intuition/preferences.h: *245

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MUSTDRAW   #define 0x0008 =0x00000008 graphics/gels.h: *19
MutualExclude int in struct MenuItem
+0x000e  intuition/intuition.h: *92
MutualExclude int in struct Gadget
+0x001e  intuition/intuition.h: *229
M_ASM      #define "1" devices/console.h: *89
M_AWM      #define "7" devices/console.h: *90
M_LNM      #define 20 =0x0000014 devices/console.h: *88
devices/conunit.h: 77
n          pointer to struct bltnode in struct bltnode
+0x0000  hardware/blith.h: *82
NABC       #define 0x8 =0x00000008 hardware/blit.h: *26
NABNC      #define 0x4 =0x00000004 hardware/blit.h: *27
NANBC      #define 0x2 =0x00000002 hardware/blit.h: *28
NANBNC      #define 0x1 =0x00000001 hardware/blit.h: *29
narrator_rb structure tag
size 0x0046 devices/narrator.h: *67, 88
NATURALFO #define 0 =0x00000000 devices/narrator.h: *45
ND_CantAlloc #define -6 =0xffffffff devices/narrator.h: *23
ND_Expunged #define -9 =0xffffffff7 devices/narrator.h: *26
ND_FreqErr  #define -25 =0xffffffff7 devices/narrator.h: *32
ND_MakeBad  #define -4 =0xffffffffc devices/narrator.h: *21
ND_ModeErr  #define -24 =0xffffffff8 devices/narrator.h: *31
ND_NoAudLib #define -3 =0xffffffffd devices/narrator.h: *20
ND_NoMem    #define -2 =0xffffffff devices/narrator.h: *19
ND_NoWrite  #define -8 =0xffffffff8 devices/narrator.h: *25
ND_PhoneErr #define -20 =0xffffffffc devices/narrator.h: *27
ND_PitchErr #define -22 =0xffffffffea devices/narrator.h: *29
ND_RateErr  #define -21 =0xffffffffeb devices/narrator.h: *28
ND_SexErr   #define -23 =0xffffffff9 devices/narrator.h: *30
ND_Unimpl   #define -7 =0xffffffff9 devices/narrator.h: *24
ND_UnitErr  #define -5 =0xffffffffb devices/narrator.h: *22
ND_VolErr   #define -26 =0xffffffff6 devices/narrator.h: *33
NEWLAYERINFO_CALLED #define 1 =0x00000001 graphics/layers.h: *49
NEWLOCKS    #define =0x00000000 graphics/clip.h: *23
NEWPREPS   #define 0x00004000 =0x00004000 intuition/intuition.h: *652
NewScreen   structure tag
size 0x0020 intuition/screens.h: *117
NEWSIZE     #define 0x00000002 =0x00000002 intuition/intuition.h: *639
NewWindow   structure tag
size 0x0030 intuition/intuition.h: *850
Next        pointer to struct ClipRect in struct ClipRect
+0x0000  graphics/clip.h: *56
Next        pointer to struct ViewPort in struct ViewPort
+0x0000  graphics/view.h: *32
Next        pointer to struct RasInfo in struct RasInfo
+0x0000  graphics/view.h: *71
Next        pointer to struct cpplist in struct cpplist
+0x0000  graphics/copper.h: *50
Next        pointer to struct Coplist in struct CopList
+0x0000  graphics/copper.h: *57
Next        pointer to struct UCopList in struct UCopList
+0x0000  graphics/copper.h: *71
Next        pointer to struct RegionRectangle in struct RegionRectangle
+0x0000  graphics/regions.h: *19
NextBorder  pointer to struct Border in struct Border
+0x000c  intuition/intuition.h: *529
NextComp    pointer to struct AnimComp in struct AnimComp
+0x0006  graphics/gels.h: *182
NextGadget  pointer to struct Gadget in struct Gadget
+0x0000  intuition/intuition.h: *195
NextImage   pointer to struct Image in struct Image
+0x0010  intuition/intuition.h: *585
NextItem    pointer to struct MenuItem in struct MenuItem
+0x0000  intuition/intuition.h: *87
nextLine   pointer to short int in struct GelsInfo
+0x000a  graphics/rastport.h: *42
NextMenu   pointer to struct Menu in struct Menu

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NextOb +0x0000 intuition/intuition.h: *59
pointer to struct AnimOb in struct AnimOb
+0x0000 graphics/gels.h: *202
NextRemember pointer to struct Remember in struct Remember
+0x0000 intuition/intuition.h: *930
NextScreen pointer to struct Screen in struct Screen
+0x0000 intuition/screens.h: *42
NextSelect unsigned short int in struct MenuItem
+0x0020 intuition/intuition.h: *108
NextSeq pointer to struct AnimComp in struct AnimComp
graphics/gels.h: *186
NextText pointer to struct IntuiText in struct IntuiText
intuition/intuition.h: *502
NextVSprite pointer to struct VSprite in struct VSprite
graphics/gels.h: *72
NextWindow pointer to struct Window in struct Window
intuition/intuition.h: *695
nm_masks unsigned short int in struct narrator_rb
devices/narrator.h: *74
NOCAREREFRESH #define 0x00020000 =0x00020000 intuition/intuition.h: *831
NOCROSSFILL #define 0x20 =0x00000020 graphics/rastport.h: *102
Node structure tag
size 0x000e exec/nodes.h: *14, 15, 16
exec/libraries.h: 31
exec/lists.h: 20, 21, 22
exec/tasks.h: 23
exec/ports.h: 29, 48
exec/interrupts.h: 23, 32
exec/memory.h: 29, 56
exec/semaphores.h: 50
devices/clipboard.h: 31
devices/keymap.h: 32, 38
graphics/graphint.h: 20
libraries/configvars.h: 27
libraries/diskfont.h: 51
libraries/romboot_base.h: 42
resources/filesysres.h: 27, 33
resources/mathresource.h: 37
NOISYREQ #define 0x0004 =0x00000004 intuition/intuition.h: *176
NOITEM #define 0x003F =0x0000003f intuition/intuition.h: *962
NOMENU #define 0x001F =0x0000001f intuition/intuition.h: *961
NormalDisplayColumns unsigned short int in struct GfxBase
+0x00da graphics/gfxbase.h: *57
NormalDisplayRows unsigned short int in struct GfxBase
+0x0d8 graphics/gfxbase.h: *56
NormalDPMX unsigned short int in struct GfxBase
+0x00dc graphics/gfxbase.h: *59
NormalDPMY unsigned short int in struct GfxBase
+0x00de graphics/gfxbase.h: *60
NOSUB #define 0x001F =0x0000001f intuition/intuition.h: *963
NOT
intuition/intuition.h: *970
NO_ICON_POSITION #define (0x80000000) =0x80000000 workbench/workbench.h: *97
NT_FSC #define 1 =0x00000001 graphics/gfxbase.h: *68
NT_BOOTNODE #define 16 =0x00000010 exec/nodes.h: *46
NT_DEVICE #define 3 =0x00000003 exec/nodes.h: *33
NT_FONT #define 12 =0x0000000c exec/nodes.h: *42
NT_FREEMSG #define 6 =0x00000006 exec/nodes.h: *36
NT_INTERRUPT #define 2 =0x00000002 exec/nodes.h: *32
NT_LIBRARY #define 9 =0x00000009 exec/nodes.h: *39
NT_MEMORY #define 10 =0x0000000a exec/nodes.h: *40
NT_MESSAGE #define 5 =0x00000005 exec/nodes.h: *35
NT_MSGPORT #define 4 =0x00000004 exec/nodes.h: *34
NT_PROCESS #define 13 =0x0000000d exec/nodes.h: *43
NT_REPLYMSG #define 7 =0x00000007 exec/nodes.h: *37
NT_RESOURCE #define 8 =0x00000008 exec/nodes.h: *38
NT_SEMAPHORE #define 14 =0x0000000e exec/nodes.h: *44
NT_SIGNALSEM #define 15 =0x0000000f exec/nodes.h: *45
NT_SOFTINT #define 11 =0x0000000b exec/nodes.h: *41

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NT_TASK #define 1 =0x00000001 exec/nodes.h: *31
NT_UNKNOWN #define 0 =0x00000000 exec/nodes.h: *30
NULL #define 0 =0x00000000 exec/types.h: *52
num unsigned short int in struct SimpleSprite
graphics/sprite.h: *20
numchan char in struct narrator_rb
devices/narrator.h: *79
NumChars short int in struct StringInfo
intuition/intuition.h: *462
NUMMRTYPES #define 4 =0x00000004 resources/misc.h: *33, 37
NUMSECS #define 11 =0x0000000b devices/trackdisk.h: *35
NUMUNITS #define 4 =0x00000004 devices/trackdisk.h: *36
nxtlist pointer to struct CopList in union (no tag)
graphics/copper.h: *23
NXTLIST #define u3.nxtlist
graphics/copper.h: *40
N_TRACTOR #define 0x20 =0x00000020 intuition/preferences.h: *181
obs pointer to struct Layer in struct Layer_Info
graphics/layers.h: *36
OCTANT1 #define 16 =0x00000010 hardware/blit.h: *77
OCTANT2 #define 0 =0x00000000 hardware/blit.h: *76
OCTANT3 #define 8 =0x00000008 hardware/blit.h: *75
OCTANT4 #define 20 =0x00000014 hardware/blit.h: *74
OCTANT5 #define 28 =0x0000001c hardware/blit.h: *73
OCTANT6 #define 12 =0x0000000c hardware/blit.h: *72
OCTANT7 #define 4 =0x00000004 hardware/blit.h: *71
OCTANT8 #define 24 =0x00000018 hardware/blit.h: *70
OFFSET_BEGINNING #define OFFSET_BEGINNING =0xffffffff libraries/dos.h: *35
OFFSET_CURRENT #define -1 =0xfffffff libraries/dos.h: *31
OFFSET_END #define 0 =0x00000000 libraries/dos.h: *32
OFF_DISPLAY #define 1 =0x00000001 libraries/dos.h: *33
#define custom.dmacon = BITCLR|DMAF_RASTER;
graphics/gfxmacros.h: *18
OFF_SPRITE #define custom.dmacon = BITCLR|DMAF_SPRITE;
graphics/gfxmacros.h: *20
OFF_VBLANK #define custom.intena = BITCLR|INTF_VERTB;
graphics/gfxmacros.h: *23
OKABORT #define 0x0004 =0x00000004 intuition/intuition.h: *681
OKCANCEL #define MENUCANCEL =0x00000002 intuition/intuition.h: *682
OKIMATE_20 #define 0x09 =0x00000009 intuition/preferences.h: *195
OKOK #define MENUHOT =0x00000001 intuition/intuition.h: *680
OlderRequest pointer to struct Requester in struct Requester
intuition/intuition.h: *144
Oldx short int in struct VSprite
graphics/gels.h: *85
Oldy #define 0x0012
+0x0010 #define 0x0010
ONEDOT #define 0x02 =0x00000002 hardware/blit.h: *61
ONE_DOT #define 0x02 =0x00000002 graphics/rastport.h: *95
ON_DISPLAY #define custom.dmacon = BITSET|DMAF_RASTER;
graphics/gfxmacros.h: *17
ON_SPRITE #define custom.dmacon = BITSET|DMAF_SPRITE;
graphics/gfxmacros.h: *19
ON_VBLANK #define custom.intena = BITSET|INTF_VERTB;
graphics/gfxmacros.h: *22
OpCode short int in struct CopIns
graphics/copper.h: *20
ORDERED_DITHERING #define 0x0000 =0x00000000 intuition/preferences.h: *249
OTHER_REFRESH #define 0x00C0 =0x000000c0 intuition/intuition.h: *812
OUTSTEP #define 0x2000 =0x00002000 graphics/gels.h: *37
OVERLAY #define 0x0004 =0x00000004 graphics/gels.h: *18
OVFLAG #define 0x20 =0x00000020 hardware/blit.h: *62
pad char in struct narrator_rb
devices/narrator.h: *80
pad char in struct mouth_rb
devices/narrator.h: *92
pad unsigned short int in struct BitMap
graphics/gfx.h: *42
pad char in struct ExpansionBase

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+0x0023 libraries/expansionbase.h: *47
pad0 +0x0001 hardware/cia.h: *24
      array [255] of char in struct CIA
pad1 +0x0101 hardware/cia.h: *26
      array [255] of char in struct CIA
pad10 +0x0a01 hardware/cia.h: *44
      array [255] of char in struct CIA
pad11 +0x0b01 hardware/cia.h: *46
      array [255] of char in struct CIA
pad12 +0x0c01 hardware/cia.h: *48
      array [255] of char in struct CIA
pad13 +0x0d01 hardware/cia.h: *50
      array [255] of char in struct CIA
pad14 +0x0e01 hardware/cia.h: *52
      array [255] of char in struct CIA
pad2 +0x0201 hardware/cia.h: *28
      array [3] of unsigned short int in struct Custom
pad2d +0x005a hardware/custom.h: *60
      array [255] of char in struct CIA
pad3 +0x0301 hardware/cia.h: *30
      array [255] of unsigned short int in struct Custom
pad34 +0x0068 hardware/custom.h: *65
      array [4] of unsigned short int in struct Custom
pad3b +0x0076 hardware/custom.h: *69
      array [4] of unsigned short int in struct Custom
pad4 +0x0401 hardware/cia.h: *32
      array [255] of char in struct CIA
pad5 +0x0501 hardware/cia.h: *34
      array [255] of char in struct CIA
pad6 +0x0601 hardware/cia.h: *36
      array [255] of char in struct CIA
pad7 +0x0701 hardware/cia.h: *38
      array [4] of unsigned short int in struct Custom
pad7c +0x00f8 hardware/custom.h: *94
      array [255] of char in struct CIA
pad8 +0x0801 hardware/cia.h: *40
      unsigned short int in struct Custom
pad83 +0x0106 hardware/custom.h: *98
      array [2] of unsigned short int in struct Custom
pad86 +0x010c hardware/custom.h: *101
      array [2] of unsigned short int in struct Custom
pad8e +0x011c hardware/custom.h: *103
      array [255] of char in struct CIA
pad9 +0x0901 hardware/cia.h: *42
      #define 4 =0x00000004 graphics/gfxbase.h: *70
PAL PaperLength +0x00b2 unsigned short int in struct Preferences
PARALLELNAME PARALLEL_PRINTER #define 0x00 =0x00000000 intuition/preferences.h: *135
PARB_EOFMODE PARB_RAD_BOOGIE #define 1 =0x00000001 devices/parallel.h: *60
PARB_SHARED Parent #define 3 =0x00000003 devices/parallel.h: *58
#define 5 =0x00000005 devices/parallel.h: *56
pointer to struct Window in struct Window
+0x0042 intuition/intuition.h: *742
ParErr_BufTooBig #define 2 =0x00000002 devices/parallel.h: *86
ParErr_DevBusy #define 1 =0x00000001 devices/parallel.h: *85
ParErr_InitErr #define 7 =0x00000007 devices/parallel.h: *91
ParErr_InvParam #define 3 =0x00000003 devices/parallel.h: *87
ParErr_LineErr #define 4 =0x00000004 devices/parallel.h: *88
ParErr_NotOpen #define 5 =0x00000005 devices/parallel.h: *89
ParErr_PortReset #define 6 =0x00000006 devices/parallel.h: *90
PARF_EOFMODE PARF_RAD_BOOGIE #define (l<<1) =0x00000002 devices/parallel.h: *61
PARF_SHARED PARF_SHARED #define (l<<3) =0x00000008 devices/parallel.h: *59
#define (l<<5) =0x00000020 devices/parallel.h: *57

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PartitionBlock structure tag
size 0x0100 devices/hardblocks.h: *126
PA_IGNORE #define 2 =0x00000002 exec/ports.h: *42
PA_SIGNAL #define 0 =0x00000000 exec/ports.h: *40
PA_SOFTINT #define 1 =0x00000001 exec/ports.h: *41
PBFB_BOOTABLE #define 0 =0x00000000 devices/hardblocks.h: *144
PBFB_NOMOUNT #define 1 =0x00000001 devices/hardblocks.h: *146
PBFF_BOOTABLE #define 1L devices/hardblocks.h: *145
PBFF_NOMOUNT #define 2L devices/hardblocks.h: *147
pb_Chksum int in struct PartitionBlock
+0x0008 devices/hardblocks.h: *129
pb_DevFlags unsigned int in struct PartitionBlock
+0x0020 devices/hardblocks.h: *134
pb_DriveName array [32] of char in struct PartitionBlock
+0x0024 devices/hardblocks.h: *135
pb_Environment array [17] of unsigned int in struct PartitionBlock
+0x0080 devices/hardblocks.h: *138
pb_EReserved array [15] of unsigned int in struct PartitionBlock
+0x00c4 devices/hardblocks.h: *139
pb_Flags unsigned int in struct PartitionBlock
+0x0014 devices/hardblocks.h: *132
pb_HostID unsigned int in struct PartitionBlock
+0x000c devices/hardblocks.h: *130
pb_ID unsigned int in struct PartitionBlock
+0x0000 devices/hardblocks.h: *127
pb_Next unsigned int in struct PartitionBlock
+0x0010 devices/hardblocks.h: *131
pb_Reserve1 array [2] of unsigned int in struct PartitionBlock
+0x0018 devices/hardblocks.h: *133
pb_Reserve2 array [15] of unsigned int in struct PartitionBlock
+0x0044 devices/hardblocks.h: *137
pb_SummedLongs unsigned int in struct PartitionBlock
+0x0004 devices/hardblocks.h: *128
PCC_4COLOR #define 0x04 =0x00000004 devices/prtbase.h: *111
PCC_ADDITIVE #define 0x08 =0x00000008 devices/prtbase.h: *112
PCC_BGR #define 0x0a =0x0000000a devices/prtbase.h: *114
PCC_BGRW #define 0x0C =0x0000000c devices/prtbase.h: *116
PCC_BGR_WB #define 0x0B =0x0000000b devices/prtbase.h: *115
PCC_BW #define 0x01 =0x00000001 devices/prtbase.h: *107
PCC_MULTI_PASS #define 0x10 =0x00000010 devices/prtbase.h: *124
PCC_WB #define 0x09 =0x00000009 devices/prtbase.h: *113
PCC_YMC #define 0x02 =0x00000002 devices/prtbase.h: *108
PCC_YMCB #define 0x04 =0x00000004 devices/prtbase.h: *110
PCC_YMC_BW #define 0x03 =0x00000003 devices/prtbase.h: *109
PCMBLACK #define 3 =0x00000003 devices/prtgfx.h: *16
PCMBLUE #define PCMYELLOW =0x00000000 devices/prtgfx.h: *17
PCMCYAN #define 2 =0x00000002 devices/prtgfx.h: *15
PCMGREEN #define PCMMAGENTA =0x00000001 devices/prtgfx.h: *18
PCMMAGENTA #define 1 =0x00000001 devices/prtgfx.h: *14
PCMRED #define PCMCYAN =0x00000002 devices/prtgfx.h: *19
PCMWHITE #define PCMBLACK =0x00000003 devices/prtgfx.h: *20
PCMYELLOW #define 0 =0x00000000 devices/prtgfx.h: *13
PDCMD_QUERY #define 0 =0x00000000 devices/parallel.h: *82
PDCMD_SetParams #define (CMD_NONSTD) =0x00000009 devices/parallel.h: *83
#define (CMD_NONSTD+1) =0x0000000a devices/parallel.h: *83
PDERR_BADDIMENSION #define 4 =0x00000004 devices/printer.h: *201
PDERR_BUFFERMEMORY #define 7 =0x00000007 devices/printer.h: *204
PDERR_CANCEL #define 1 =0x00000001 devices/printer.h: *198
PDERR_DIMENSIONOVFLOW #define 5 =0x00000005 devices/printer.h: *202
PDERR_INTERNALMEMORY #define 6 =0x00000006 devices/printer.h: *203
PDERR_INVERTHAM #define 3 =0x00000003 devices/printer.h: *200
PDERR_NOERR #define 0 =0x00000000 devices/printer.h: *197
PDERR_NOTGRAPHICS #define 2 =0x00000002 devices/printer.h: *199
PDERR_TOOKCONTROL #define 8 =0x00000008 devices/printer.h: *212
pd_Device struct DeviceData (size 0x0034) in struct PrinterData
+0x0000 devices/prtbase.h: *60
pd_Flags char in struct PrinterData
+0x09b6 devices/prtbase.h: *89
pd_iore union (no tag) (size 0x0052) in struct PrinterData
+0x006c devices/prtbase.h: *72

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pd_iорl union (no tag) (size 0x0052) in struct PrinterData
 +0x00be devices/prtbase.h: *80
 pd_IОРPort struct MsgPort (size 0x0022) in struct PrinterData
 +0x0138 devices/prtbase.h: *86
 pd_p0 struct IOExtPar (size 0x003e) in union (no tag)
 +0x0000 devices/prtbase.h: *70
 pd_pl struct IOExtPar (size 0x003e) in union (no tag)
 +0x0000 devices/prtbase.h: *78
 pd_pad char in struct PrinterData
 +0x09b7 devices/prtbase.h: *90
 pd_PBothReady pointer to function returning int in struct PrinterData
 +0x0068 devices/prtbase.h: *68
 pd_PIOR0 #define pd_iор0.pd_p0 devices/prtbase.h: *74
 pd_PIOR1 #define pd_iор1.pd_pl devices/prtbase.h: *82
 pd_Preferences struct Preferences (size 0x00e8) in struct PrinterData
 +0x09b8 devices/prtbase.h: *91
 pd_PrintBuf pointer to char in struct PrinterData
 +0x0060 devices/prtbase.h: *66
 pd_PrinterSegment int in struct PrinterData
 +0x0056 devices/prtbase.h: *62
 pd_PrinterType unsigned short int in struct PrinterData
 +0x005a devices/prtbase.h: *63
 pd_PWaitEnabled char in struct PrinterData
 +0x0aa0 devices/prtbase.h: *92
 pd_PWrite pointer to function returning int in struct PrinterData
 +0x0064 devices/prtbase.h: *67
 pd_s0 struct IOExtSer (size 0x0052) in union (no tag)
 +0x0000 devices/prtbase.h: *71
 pd_sl struct IOExtSer (size 0x0052) in union (no tag)
 +0x0000 devices/prtbase.h: *79
 pd_SegmentData pointer to struct PrinterSegment in struct PrinterData
 +0x005c devices/prtbase.h: *65
 pd_SIOR0 #define pd_iор0.pd_s0 devices/prtbase.h: *75
 pd_SIOR1 #define pd_iор1.pd_sl devices/prtbase.h: *83
 pd_stk array [2048] of char in struct PrinterData
 +0x01b6 devices/prtbase.h: *88
 pd_TC struct Task (size 0x005c) in struct PrinterData
 +0x015a devices/prtbase.h: *87
 pd_TIOR struct timerrequest (size 0x0028) in struct PrinterData
 +0x0110 devices/prtbase.h: *85
 pd_Unit struct MsgPort (size 0x0022) in struct PrinterData
 +0x0034 devices/prtbase.h: *61
 ped_8BitChars pointer to pointer to char in struct PrinterExtendedData
 +0x0036 devices/prtbase.h: *146
 ped_Close pointer to function returning void in struct PrinterExtendedData
 +0x0010 devices/prtbase.h: *131
 ped_ColorClass char in struct PrinterExtendedData
 +0x0015 devices/prtbase.h: *133
 ped_Commands pointer to pointer to pointer to char in struct
 PrinterExtendedData
 +0x0026 devices/prtbase.h: *141
 ped_ConvFunc pointer to function returning int in struct PrinterExtendedData
 +0x003e devices/prtbase.h: *150
 ped_DoSpecial pointer to function returning int in struct PrinterExtendedData
 +0x002a devices/prtbase.h: *142
 ped_Expuge pointer to function returning void in struct PrinterExtendedData
 +0x0008 devices/prtbase.h: *129
 ped_Init pointer to function returning void in struct PrinterExtendedData
 +0x0004 devices/prtbase.h: *128
 ped_MaxColumns char in struct PrinterExtendedData
 +0x0016 devices/prtbase.h: *134
 ped_MaxXdots unsigned int in struct PrinterExtendedData
 +0x001a devices/prtbase.h: *137
 ped_MaxYdots unsigned int in struct PrinterExtendedData
 +0x001e devices/prtbase.h: *138
 ped_NumCharSets char in struct PrinterExtendedData
 +0x0017 devices/prtbase.h: *135
 ped_NumRows unsigned short int in struct PrinterExtendedData
 +0x0018 devices/prtbase.h: *136

ped_Open pointer to function returning int in struct PrinterExtendedData
 +0x000c devices/prtbase.h: *130
 ped_PrinterClass char in struct PrinterExtendedData
 +0x0014 devices/prtbase.h: *132
 ped_PrinterName pointer to char in struct PrinterExtendedData
 +0x0000 devices/prtbase.h: *127
 ped_PrintMode int in struct PrinterExtendedData
 +0x003a devices/prtbase.h: *147
 ped_Render pointer to function returning int in struct PrinterExtendedData
 +0x002e devices/prtbase.h: *143
 ped_TimeoutSecs int in struct PrinterExtendedData
 +0x0032 devices/prtbase.h: *144
 ped_XDotsInch unsigned short int in struct PrinterExtendedData
 +0x0022 devices/prtbase.h: *139
 ped_YDotsInch unsigned short int in struct PrinterExtendedData
 +0x0024 devices/prtbase.h: *140
 PenHeight short int in struct RastPort
 +0x0032 graphics/rastport.h: *71
 PenWidth short int in struct RastPort
 +0x0030 graphics/rastport.h: *70
 PF2PRI #define 0x40 =0x00000040 graphics/display.h: *18
 PFA_FINE_SCROLL #define 0xF =0x000000f graphics/display.h: *25
 PFBA #define 0x40 =0x00000040 graphics/view.h: *58
 PFB_FINE_SCROLL_SHIFT #define 4 =0x00000004 graphics/display.h: *26
 PF_ACTION #define 3 =0x00000003 exec/ports.h: *38
 PF_FINE_SCROLL_MASK #define 0xF =0x0000000f graphics/display.h: *27
 PI #define ((float) 3.141592653589793) libraries/mathffp.h: *14
 PI2 #define (PI / ((float) 2)) libraries/mathffp.h: *17
 PI2 #define (PI / ((double)2)) libraries/mathieeedp.h: *18
 PI4 #define (PI / ((float) 4)) libraries/mathffp.h: *18
 PI4 #define (PI / ((double)4)) libraries/mathieeedp.h: *19
 PICA #define 0x000 =0x00000000 intuition/preferences.h: *153
 pitch unsigned short int in struct narrator_rb
 +0x0032 devices/narrator.h: *70
 PIXEL_DIMENSIONS #define 0x0040 =0x00000040 intuition/preferences.h: *244
 pi_ColorInt pointer to union colorEntry in struct PrtInfo
 +0x0018 devices/prtgfx.h: *32
 pi_dmatrix pointer to char in struct PrtInfo
 +0x0030 devices/prtgfx.h: *38
 pi_ScaleX pointer to unsigned short int in struct PrtInfo
 +0x0028 devices/prtgfx.h: *36
 pi_height unsigned short int in struct PrtInfo
 +0x005a devices/prtgfx.h: *57
 pi_threshold unsigned short int in struct PrtInfo
 +0x006c devices/prtgfx.h: *64
 pi_width unsigned short int in struct PrtInfo
 +0x0058 devices/prtgfx.h: *56
 pi_xpos unsigned short int in struct PrtInfo
 +0x006a devices/prtgfx.h: *63
 PlaneOnOff char in struct Image
 +0x000f intuition/intuition.h: *579
 PlaneOnOff char in struct VSprite
 +0x0039 graphics/gels.h: *130
 PlanePick char in struct Image
 +0x000e intuition/intuition.h: *579
 PlanePick char in struct VSprite
 +0x0038 graphics/gels.h: *129
 PLANEPTR typedef pointer to "UBYTE"
 +0x0008 graphics/gfx.h: *34, 43
 Planes array [8] of pointer to char in struct BitMap
 +0x0008 graphics/gfx.h: *43
 PLNCNTMSK #define 0x7 =0x00000007 graphics/display.h: *15
 PLNCNFSHT #define 12 =0x0000000c graphics/display.h: *17
 PMB_ASM #define (M_LNM+1) =0x00000015 devices/conunit.h: *29, 77
 PMB_AWM #define (PMB_ASM+1) =0x00000016 devices/conunit.h: *30, 77
 Point typedef struct tPoint (size 0x0004)
 +0x0008 graphics/gfx.h: *32
 Pointer pointer to unsigned short int in struct Window
 +0x004a intuition/intuition.h: *747

PointerMatrix array [36] of unsigned short int in struct Preferences
 +0x001c intuition/preferences.h: *59
 #define (1 + 16 + 1) * 2 =0x00000024
 POINTERSIZE unsigned short int in struct Preferences
 +0x006c intuition/preferences.h: *28, 59
 PointerTicks unsigned short int in struct Preferences
 +0x006c intuition/preferences.h: *65
 POINTREL #define 0x0001 =0x00000001 intuition/intuition.h: *174
 PortList struct List (size 0x000e) in struct ExecBase
 +0x0188 exec/execbase.h: *82
 pos unsigned short int in struct SpriteDef
 +0x0000 hardware/custom.h: *106
 posctlData pointer to unsigned short int in struct SimpleSprite
 +0x0000 graphics/sprite.h: *17
 pot0dat unsigned short int in struct Custom
 +0x0012 hardware/custom.h: *29
 pot1dat unsigned short int in struct Custom
 +0x0014 hardware/custom.h: *30
 potgo unsigned short int in struct Custom
 +0x0034 hardware/custom.h: *45
 POTGONAME #define "potgo.resource" resources/potgo.h: *13
 potinp unsigned short int in struct Custom
 +0x0016 hardware/custom.h: *31
 pow Macro (2 arguments) libraries/mathffp.h: *44
 pow Macro (2 arguments) libraries/mathieeedp.h: *45
 PowerSupplyFrequency char in struct ExecBase
 +0x0213 exec/execbase.h: *105
 PPCB_COLOR #define 1 =0x00000001 devices/prtbase.h: *98
 PPCB_GFX #define 0 =0x00000000 devices/prtbase.h: *96
 PPCF_COLOR #define 0x2 =0x00000002 devices/prtbase.h: *99
 PPCF_GFX #define 0x1 =0x00000001 devices/prtbase.h: *97
 PPC_BWALPHA #define 0x00 =0x00000000 devices/prtbase.h: *101
 PPC_BWGFX #define 0x01 =0x00000001 devices/prtbase.h: *102
 PPC_COLORALPHA #define 0x02 =0x00000002 devices/prtbase.h: *103
 PPC_COLORGFX #define 0x03 =0x00000003 devices/prtbase.h: *104
 PRD_DUMPRPORT #define (CMD_NONSTD+2) =0x0000000b devices/printer.h: *27
 PRD_PRITCOMMAND #define (CMD_NONSTD+1) =0x0000000a devices/printer.h: *26
 PRD_QUERY #define (CMD_NONSTD+3) =0x0000000c devices/printer.h: *28
 PRD_RAWWRITE #define (CMD_NONSTD+0) =0x00000009 devices/printer.h: *25
 PREDRAWN #define 0x0002 =0x00000002 intuition/intuition.h: *175
 Preferences structure tag
 size 0x00e8 intuition/preferences.h: *42
 devices/prtbase.h: 91
 prev pointer to struct ClipRect in struct ClipRect
 +0x0004 graphics/clip.h: *57
 Prev pointer to struct RegionRectangle in struct RegionRectangle
 +0x0004 graphics/regions.h: *19
 PrevComp pointer to struct AnimComp in struct AnimComp
 +0x000a graphics/gels.h: *183
 PrevOb pointer to struct AnimOb in struct AnimOb
 +0x0004 graphics/gels.h: *202
 PrevSeq pointer to struct AnimComp in struct AnimComp
 +0x0012 graphics/gels.h: *187
 PrevVSprite pointer to struct VSprite in struct VSprite
 +0x0004 graphics/gels.h: *73
 PRIMARY_CLIP #define 0 =0x00000000 devices/clipboard.h: *51
 PrintAspect unsigned short int in struct Preferences
 +0x00aa intuition/preferences.h: *91
 PrintDensity char in struct Preferences
 +0x00e0 intuition/preferences.h: *118
 PrinterData structure tag in struct PrinterData
 size 0xaal devices/prtbase.h: *59
 PrinterExtendedData structure tag
 size 0x0042 devices/prtbase.h: *126, 158
 PrinterFilename array [30] of char in struct Preferences
 +0x0080 intuition/preferences.h: *82
 PrinterPort char in struct Preferences
 +0x0001 intuition/preferences.h: *48
 PrinterSegment structure tag
 size 0x004e devices/prtbase.h: 65, *153

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PrinterType unsigned short int in struct Preferences
 +0x007e intuition/preferences.h: *81
 PrintFlags unsigned short int in struct Preferences
 +0x00da intuition/preferences.h: *115
 PrintImage unsigned short int in struct Preferences
 +0x00a8 intuition/preferences.h: *90
 PrintLeftMargin unsigned short int in struct Preferences
 +0x00a4 intuition/preferences.h: *88
 PrintMaxHeight unsigned short int in struct Preferences
 +0x00de intuition/preferences.h: *117
 PrintMaxWidth unsigned short int in struct Preferences
 +0x00dc intuition/preferences.h: *116
 PrintPitch unsigned short int in struct Preferences
 +0x009e intuition/preferences.h: *85
 PrintQuality unsigned short int in struct Preferences
 +0x00a0 intuition/preferences.h: *86
 PrintRightMargin unsigned short int in struct Preferences
 +0x00a6 intuition/preferences.h: *89
 PrintShade unsigned short int in struct Preferences
 +0x00ac intuition/preferences.h: *92
 PrintSpacing unsigned short int in struct Preferences
 +0x00a2 intuition/preferences.h: *87
 PrintThreshold short int in struct Preferences
 +0x00ae intuition/preferences.h: *93
 PrintXOffset char in struct Preferences
 +0x00el intuition/preferences.h: *119
 priority unsigned short int in struct Layer
 +0x001c graphics/clip.h: *32
 Process structure tag
 size 0x00bc libraries/dosextens.h: *34
 PROPBORDERLESS #define 0x0008 =0x00000008 intuition/intuition.h: *432
 PROPGADGET #define 0x0003 =0x00000003 intuition/intuition.h: *350
 PropInfo structure tag
 size 0x0016 intuition/intuition.h: *384
 PrtInfo structure tag
 size 0x0072 devices/prtgfx.h: *28
 pr_CIS int in struct Process
 +0x009c libraries/dosextens.h: *45
 pr_CLI int in struct Process
 +0x00ac libraries/dosextens.h: *49
 pr_ConsoleTask pointer to pointer to char in struct Process
 +0x00a4 libraries/dosextens.h: *47
 pr_COS int in struct Process
 libraries/dosextens.h: *46
 pr_CurrentDir int in struct Process
 +0x0098 libraries/dosextens.h: *44
 pr_FileSystemTask pointer to pointer to char in struct Process
 +0x00a8 libraries/dosextens.h: *48
 pr_GlobVec pointer to pointer to char in struct Process
 +0x0088 libraries/dosextens.h: *40
 pr_MsgPort struct MsgPort (size 0x0022) in struct Process
 +0x005c libraries/dosextens.h: *36
 pr_Pad short int in struct Process
 +0x007e libraries/dosextens.h: *37
 pr_PktWait pointer to pointer to char in struct Process
 +0x00b4 libraries/dosextens.h: *51
 pr_Result2 int in struct Process
 +0x0094 libraries/dosextens.h: *43
 pr_ReturnAddr pointer to pointer to char in struct Process
 +0x0b0 libraries/dosextens.h: *50
 pr_SegList int in struct Process
 +0x0080 libraries/dosextens.h: *38
 pr_StackBase int in struct Process
 +0x0090 libraries/dosextens.h: *42
 pr_StackSize int in struct Process
 +0x0084 libraries/dosextens.h: *39
 pr_Task struct Task (size 0x005c) in struct Process
 +0x0000 libraries/dosextens.h: *35
 pr_TaskNum int in struct Process

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+0x008c libraries/dosextens.h: *41
pr_WindowPtr pointer to pointer to char in struct Process
+0x00b8 libraries/dosextens.h: *52
ps_NextSegment unsigned int in struct PrinterSegment
+0x0000 devices/prtbase.h: *154
ps_PED struct PrinterExtendedData (size 0x0042) in struct
PrinterSegment
+0x000c devices/prtbase.h: *158
ps_Revision unsigned short int in struct PrinterSegment
+0x000a devices/prtbase.h: *157
ps_runAlert unsigned int in struct PrinterSegment
+0x0004 devices/prtbase.h: *155
ps_Version unsigned short int in struct PrinterSegment
+0x0008 devices/prtbase.h: *156
PTermArray0 unsigned int in struct IOPArray
+0x0000 devices/parallel.h: *18
PTermArray1 unsigned int in struct IOPArray
+0x0004 devices/parallel.h: *19
PtrHeight char in struct Window
+0x004e intuition/intuition.h: *748
PtrWidth char in struct Window
+0x004f intuition/intuition.h: *749
PutIcon extern function returning "LONG" workbench/icon.h: *30
PutWBOject extern function returning "LONG" workbench/icon.h: *30
P_BUFSIZE #define 256 =0x00000100 devices/prtbase.h: *56
P_SAFESIZE #define 128 =0x00000080 devices/prtbase.h: *57
P_STKSIZE #define 0x0800 =0x00000080 devices/prtbase.h: *55, 88
Qualifier unsigned short int in struct IntuiMessage
intuition/intuition.h: *609
Quantum unsigned short int in struct ExecBase
+0x0120 exec/execbase.h: *58
OUME_LP_20 #define 0x0A =0x0000000a intuition/preferences.h: *196
RasInfo structure tag
size 0x000c graphics/view.h: 44, *69, 71
RasInfo pointer to struct RasInfo in struct ViewPort
+0x0024 graphics/view.h: *44
RasPtr pointer to char in struct TmpRas
+0x0000 graphics/rastport.h: *30
RASSIZE Macro (2 arguments) graphics/gfx.h: *46
RastPort structure tag
size 0x0064 devices/printer.h: 157
graphics/clip.h: 29
graphics/rastport.h: *50
intuition/intuition.h: 718, 731
intuition/screens.h: 63
devices/prtgfx.h: 30, 31
RastPort struct RastPort (size 0x0064) in struct Screen
intuition/screens.h: *63
rate unsigned short int in struct narrator_rb
+0x0030 devices/narrator.h: *69
RAWKEY #define 0x00000400 =0x00000400 intuition/intuition.h: *648
RDBFB_CTRLRID #define 5 =0x00000005 devices/hardblocks.h: *103
RDBFB_DISKID #define 4 =0x00000004 devices/hardblocks.h: *101
RDBFB_LAST #define 0 =0x00000000 devices/hardblocks.h: *93
RDBFB_LASTJUN #define 1 =0x00000001 devices/hardblocks.h: *95
RDBFB_LASTTID #define 2 =0x00000002 devices/hardblocks.h: *97
RDBFB_NORESELECT #define 3 =0x00000003 devices/hardblocks.h: *99
RDBFF_CTRLRID #define 0x20L devices/hardblocks.h: *104
RDBFF_DISKID #define 0x10L devices/hardblocks.h: *102
RDBFF_LAST #define 0x01L devices/hardblocks.h: *94
RDBFF_LASTJUN #define 0x02L devices/hardblocks.h: *96
RDBFF_LASTTID #define 0x04L devices/hardblocks.h: *98
RDBFF_NORESELECT #define 0x08L devices/hardblocks.h: *100
rbd_AutoParkSeconds unsigned int in struct RigidDiskBlock
+0x0094 devices/hardblocks.h: *77
rbd_BadBlockList unsigned int in struct RigidDiskBlock
+0x0018 devices/hardblocks.h: *54
rbd_BlockBytes unsigned int in struct RigidDiskBlock
+0x0010 devices/hardblocks.h: *51

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rbd_ChkSum int in struct RigidDiskBlock
+0x0008 devices/hardblocks.h: *49
rbd_ControllerProduct array [16] of char in struct RigidDiskBlock
+0x00c4 devices/hardblocks.h: *84
rbd_ControllerRevision array [4] of char in struct RigidDiskBlock
+0x00d4 devices/hardblocks.h: *85
rbd_ControllerVendor array [8] of char in struct RigidDiskBlock
+0x00bc devices/hardblocks.h: *83
rbd_CylBlocks unsigned int in struct RigidDiskBlock
+0x0090 devices/hardblocks.h: *76
rbd_Cylinders unsigned int in struct RigidDiskBlock
+0x0040 devices/hardblocks.h: *61
rbd_DiskProduct array [16] of char in struct RigidDiskBlock
+0x00a8 devices/hardblocks.h: *81
rbd_DiskRevision array [4] of char in struct RigidDiskBlock
+0x00b8 devices/hardblocks.h: *82
rbd_DiskVendor array [8] of char in struct RigidDiskBlock
+0x00a0 devices/hardblocks.h: *80
rbd_DriveInit unsigned int in struct RigidDiskBlock
+0x0024 devices/hardblocks.h: *57
rbd_FilesysHeaderList unsigned int in struct RigidDiskBlock
+0x0020 devices/hardblocks.h: *56
rbd_Flags unsigned int in struct RigidDiskBlock
+0x0014 devices/hardblocks.h: *52
rbd_Heads unsigned int in struct RigidDiskBlock
+0x0048 devices/hardblocks.h: *63
rbd_Hicylinder unsigned int in struct RigidDiskBlock
+0x008c devices/hardblocks.h: *75
rbd_HostID unsigned int in struct RigidDiskBlock
+0x000c devices/hardblocks.h: *50
rbd_ID unsigned int in struct RigidDiskBlock
+0x0000 devices/hardblocks.h: *47
rbd_Interleave unsigned int in struct RigidDiskBlock
+0x004c devices/hardblocks.h: *64
RDB_LOCATION_LIMIT #define 16 =0x00000010 devices/hardblocks.h: *91
rbd_Locylinder unsigned int in struct RigidDiskBlock
+0x0088 devices/hardblocks.h: *74
rbd_Park unsigned int in struct RigidDiskBlock
+0x0050 devices/hardblocks.h: *65
rbd_PartitionList unsigned int in struct RigidDiskBlock
+0x001c devices/hardblocks.h: *55
rbd_RDBBBlocksHi unsigned int in struct RigidDiskBlock
+0x0084 devices/hardblocks.h: *73
rbd_RDBBBlocksLo unsigned int in struct RigidDiskBlock
+0x0080 devices/hardblocks.h: *72
rbd_ReducedWrite unsigned int in struct RigidDiskBlock
+0x0064 devices/hardblocks.h: *68
rbd_Reserved1 array [6] of unsigned int in struct RigidDiskBlock
devices/hardblocks.h: *59
rbd_Reserved2 array [3] of unsigned int in struct RigidDiskBlock
+0x0054 devices/hardblocks.h: *66
rbd_Reserved3 array [5] of unsigned int in struct RigidDiskBlock
+0x006c devices/hardblocks.h: *70
rbd_Reserved4 array [2] of unsigned int in struct RigidDiskBlock
+0x0098 devices/hardblocks.h: *78
rbd_Reserved5 array [10] of unsigned int in struct RigidDiskBlock
+0x00d8 devices/hardblocks.h: *86
rbd_Sectors unsigned int in struct RigidDiskBlock
+0x0044 devices/hardblocks.h: *62
rbd_StepRate unsigned int in struct RigidDiskBlock
+0x0068 devices/hardblocks.h: *69
rbd_SummedLongs unsigned int in struct RigidDiskBlock
+0x0004 devices/hardblocks.h: *48
rbd_WritePreComp unsigned int in struct RigidDiskBlock
+0x0060 devices/hardblocks.h: *67
RECOVERY_ALERT #define 0x00000000 =0x00000000 intuition/intuition.h: *987
Rectangle structure tag
size 0x0008 graphics/gfx.h: *23
graphics/clip.h: 30, 60

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refptr      graphics/regions.h: 20, 25
            unsigned short int in struct Custom
            hardware/custom.h: *39
REFRESHBITS #define 0x00C0 =0x000000c0 intuition/intuition.h: *808
REFRESHWINDOW #define 0x00000004 =0x00000004 intuition/intuition.h: *640
Region       structure tag
            size 0x000c
            graphics/clip.h: 46, 47, 50
            graphics/regions.h: *23
RegionRectangle size 0x0010
RegionRectangle pointer to struct RegionRectangle in struct Region
            +0x0008
            graphics/regions.h: *26
REGISTER      #define register =0x00000000 exec/types.h: *16
RelLeft       short int in struct Requester
            +0x000c
            intuition/intuition.h: *147
RelTop        short int in struct Requester
            +0x000e
            intuition/intuition.h: *147
RELVERIFY     #define 0x0001 =0x00000001 intuition/intuition.h: *283
RemBob        Macro (1 argument) graphics/gels.h: *247
Remember      structure tag
            size 0x000c
            intuition/intuition.h: *928, 930
RememberSize  unsigned int in struct Remember
            +0x0004
            intuition/intuition.h: *931
REPORTMOUSE   #define 0x0200 =0x00000200 intuition/intuition.h: *816
REQACTIVE     #define 0x2000 =0x00002000 intuition/intuition.h: *181
ReqBorder     pointer to struct Border in struct Requester
            +0x0014
            intuition/intuition.h: *150
REQCLEAR      #define 0x00001000 =0x00001000 intuition/intuition.h: *650
ReqCount      short int in struct Window
            +0x002c
            intuition/intuition.h: *715
ReqGadget     pointer to struct Gadget in struct Requester
            +0x0010
            intuition/intuition.h: *149
REQGADGET    #define 0x1000 =0x00001000 intuition/intuition.h: *337
ReqLayer      pointer to struct Layer in struct Requester
            +0x0020
            intuition/intuition.h: *157
REQOFFWINDOW #define 0x1000 =0x00001000 intuition/intuition.h: *180
ReqPadl       array [32] of char in struct Requester
            +0x0024
            intuition/intuition.h: *159
ReqPad2       array [36] of char in struct Requester
            +0x004c
            intuition/intuition.h: *169
REQSET        #define 0x00000080 =0x00000080 intuition/intuition.h: *645
ReqText       pointer to struct IntuiText in struct Requester
            +0x0018
            intuition/intuition.h: *151
Requester     structure tag
            size 0x0070
            intuition/intuition.h: *141, 144, 711, 713
REQVERIFY     #define 0x00000800 =0x00000800 intuition/intuition.h: *649
reserved      array [4] of char in struct Layer
            +0x0018
            graphics/clip.h: *31
reserved      int in struct ClipRect
            +0x0020
            graphics/clip.h: *62
reserved      char in struct ViewPort
            +0x0023
            graphics/view.h: *43
reserved      array [8] of char in struct RastPort
            +0x005c
            graphics/rastport.h: *83
Reserved      unsigned int in struct BoolInfo
            +0x0006
            intuition/intuition.h: *369
reserved      array [23] of unsigned int in struct GfxBase
            +0x00ec
            graphics/gfxbase.h: *65
Reserved      array [4] of unsigned int in struct RomBootBase
            +0x0034
            libraries/romboot_base.h: *37
reserved2     array [22] of char in struct Layer
            +0x0086
            graphics/clip.h: *48
reserved3     array [8] of char in struct Layer
            +0x0076
            graphics/clip.h: *45
Resident      structure tag
            size 0x001a
            exec/resident.h: *17, 19
ResModules    pointer to pointer to char in struct ExecBase
            +0x012c
            exec/execbase.h: *66
ResourceList  struct List (size 0x000e) in struct ExecBase

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            +0x0150  exec/execbase.h: *78
RESOURCES_CIA_H #define =0x00000000 resources/cia.h: *2
RESOURCES_DISK_H #define =0x00000000 resources/disk.h: *2
RESOURCES_FILESYSRES_H #define =0x00000000 resources/filesysres.h: *2
RESOURCES_MATHRESOURCE_H #define =0x00000000 resources/mathresource.h: *2
RESOURCES_MISC_H #define =0x00000000 resources/misc.h: *2
RESOURCES_POTGO_H #define =0x00000000 resources/potgo.h: *2
RETURN_ERROR   #define 10 =0x0000000a libraries/dos.h: *169
RETURN_FAIL    #define 20 =0x00000014 libraries/dos.h: *170
RETURN_OK     #define 0 =0x00000000 libraries/dos.h: *167
RETURN_WARN    #define 5 =0x00000005 libraries/dos.h: *168
RIGHTBORDER   #define 0x0010 =0x00000010 intuition/intuition.h: *311
RIGHTHIT      #define 8 =0x00000008 graphics/collide.h: *33
rightmost      short int in struct GelsInfo
            +0x0018
RigidDiskBlock size 0x0100
RingTrigger    structure tag
RingXTrans    #define 0x0001 =0x00000001 graphics/gels.h: *42
RingYTrans    short int in struct AnimOb
            +0x001e
            graphics/gels.h: *216
RingYTrans    short int in struct AnimOb
            +0x001c
            graphics/gels.h: *216
RMBTRAP       #define 0x00010000 =0x00010000 intuition/intuition.h: *830
rn_ConsoleSegment int in struct rootNode
            +0x0004
            libraries/dosextens.h: *179
rn_FileHandlerSegment int in struct rootNode
            +0x001c
            libraries/dosextens.h: *183
rn_Info        int in struct rootNode
            +0x0018
            libraries/dosextens.h: *182
rn_RestartSeg  int in struct rootNode
            +0x0014
            libraries/dosextens.h: *181
rn_TaskArray   int in struct rootNode
            +0x0000
            libraries/dosextens.h: *176
rn_Time        struct DateStamp (size 0x000c) in struct rootNode
            +0x0008
            libraries/dosextens.h: *180
ROBOTICFO     #define 1 =0x00000001 devices/narrator.h: *46
RomBootBase   structure tag
            size 0x0044
ROMBOOT_NAME  libraries/romboot_base.h: *32
RootNode      structure tag
            size 0x0020
round         unsigned short int in struct BitMap
            +0x0002
            graphics/gfx.h: *39
RowSizeChange char in struct Preferences
            +0x00d8
rp             pointer to struct RastPort in struct Layer
            +0x000c
            graphics/clip.h: *29
RPort          pointer to struct RastPort in struct Window
            +0x0032
            intuition/intuition.h: *718
RP_User        pointer to pointer to pointer to char in struct RastPort
            +0x0042
            graphics/rastport.h: *79
RTC_MATCHWORD #define 0x4AFC =0x00004afc exec/resident.h: *30
RTF_AUTOINIT  #define (1<<7) =0x00000080 exec/resident.h: *32
RTF_COLDSTART #define (1<<0) =0x00000001 exec/resident.h: *33
RTM_WHEN      #define 3 =0x00000003 exec/resident.h: *36
RTW_COLDSTART #define 1 =0x00000001 exec/resident.h: *38
RTW_NEVER     #define 0 =0x00000000 exec/resident.h: *37
rt_Endskip    pointer to pointer to char in struct Resident
            +0x0006
            exec/resident.h: *20
rt_Flags      char in struct Resident
            +0x000a
            exec/resident.h: *21
rt_IdString   pointer to char in struct Resident
            +0x0012
            exec/resident.h: *26
rt_Init        pointer to pointer to char in struct Resident
            +0x0016
            exec/resident.h: *27
rt_MatchTag   pointer to struct Resident in struct Resident
            +0x0002
            exec/resident.h: *19

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rt_MatchWord      unsigned short int in struct Resident
+0x0000 exec/resident.h: *18
rt_Name          pointer to char in struct Resident
+0x000e exec/resident.h: *25
rt_Pri           char in struct Resident
+0x000d exec/resident.h: *24
rt_Type          char in struct Resident
+0x000c exec/resident.h: *23
rt_Version        char in struct Resident
+0x000b exec/resident.h: *22
RWindow          pointer to struct Window in struct Requester
+0x0048 intuition/intuition.h: *168
RxOffset          short int in struct RasInfo
+0x0008 graphics/view.h: *73
RyOffset          short int in struct RasInfo
+0x000a graphics/view.h: *73
sampfreq         unsigned short int in struct narrator_rb
+0x0040 devices/narrator.h: *76
SatisfyMsg        structure tag
size 0x001a devices/clipboard.h: *53
SAVEBACK          #define 0x0002 =0x00000002 graphics/gels.h: *17
SAVEBOB           #define 0x0001 =0x00000001 graphics/gels.h: *29
SaveBuffer         pointer to short int in struct Bob
+0x0002 graphics/gels.h: *144
saveClipRects     pointer to struct Region in struct Layer
+0x0082 graphics/clip.h: *47
SaveColor0        unsigned short int in struct Screen
+0x014c intuition/screens.h: *78
SAVEPRESERVE      #define 0x1000 =0x00001000 graphics/gels.h: *36
SBUF_SIZE_BITS    #define 0x0F =0x0000000f intuition/preferences.h: *214
SBUF_1024          #define 0x01 =0x00000001 intuition/preferences.h: *203
SBUF_16000         #define 0x05 =0x00000005 intuition/preferences.h: *207
SBUF_2048          #define 0x02 =0x00000002 intuition/preferences.h: *204
SBUF_4096          #define 0x03 =0x00000003 intuition/preferences.h: *205
SBUF_512           #define 0x00 =0x00000000 intuition/preferences.h: *202
SBUF_8000          #define 0x04 =0x00000004 intuition/preferences.h: *206
Screen            structure tag
size 0x015a intuition/intuition.h: 717, 881
intuition/screens.h: *40, 42
intuition/intuitionbase.h: 153, 158
Screen             pointer to struct Screen in struct NewWindow
+0x001e intuition/intuition.h: *881
SCREENBEHIND      #define 0x0080 =0x00000080 intuition/screens.h: *106
SCREENQUIET        #define 0x0100 =0x00000100 intuition/screens.h: *109
ScreenTitle        pointer to char in struct Window
+0x0068 intuition/intuition.h: *765
SCREENTYPE         #define 0x000F =0x0000000f intuition/screens.h: *93
SCRGADGET          #define 0x4000 =0x00004000 intuition/intuition.h: *335
Scroll_X           short int in struct Layer
+0x002c graphics/clip.h: *39
Scroll_Y           short int in struct Layer
+0x002e graphics/clip.h: *39
SCSICmd            structure tag
size 0x0016 devices/scsidisk.h: *64
SCSIF_READ         #define 1 =0x00000001 devices/scsidisk.h: *82
SCSIF_WRITE        #define 0 =0x00000000 devices/scsidisk.h: *81
scsi_Actual        unsigned int in struct SCSICmd
+0x0008 devices/scsidisk.h: *71
scsi_CmdActual     unsigned short int in struct SCSICmd
+0x0012 devices/scsidisk.h: *74
scsi_CmdLength     unsigned short int in struct SCSICmd
+0x0010 devices/scsidisk.h: *73
scsi_Command       pointer to char in struct SCSICmd
+0x000c devices/scsidisk.h: *72
scsi_Data          pointer to unsigned short int in struct SCSICmd
+0x0000 devices/scsidisk.h: *65
scsi_Flags          char in struct SCSICmd
+0x0014 devices/scsidisk.h: *75
scsi_Length         unsigned int in struct SCSICmd

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+0x0004 devices/scsidisk.h: *68
scsi_Status        char in struct SCSICmd
+0x0015 devices/scsidisk.h: *76
SDCMD_BREAK       #define (CMD_NONSTD+1) =0x0000000a devices/serial.h: *95
SDCMD_QUERY        #define CMD_NONSTD =0x00000009 devices/serial.h: *94
SDCMD_SETPARAMS   #define (CMD_NONSTD+2) =0x0000000b devices/serial.h: *96
SDOWNBACK         #define 0x0070 =0x00000070 intuition/intuition.h: *345
SDRAGGING         #define 0x0030 =0x00000030 intuition/intuition.h: *341
Seconds            unsigned int in struct IntuiMessage
intuition/intuition.h: *625
Seconds            unsigned int in struct IntuitionBase
intuition/intuitionbase.h: *163
SegList             pointer to pointer to char in struct ExpansionBase
libraries/expansionbase.h: *49
SELECTDOWN         #define (IECODE_LBUTTON) =0x00000068
intuition/intuition.h: *1007
SELECTED           #define 0x0080 =0x00000080 intuition/intuition.h: *269
SelectFill          pointer to pointer to char in struct MenuItem
intuition/intuition.h: *99
SelectRender        pointer to pointer to char in struct Gadget
intuition/intuition.h: *215
SELECTUP            #define (IECODE_LBUTTON | IECODE_UP_PREFIX) =0x000000e8
intuition/intuition.h: *1006
Semaphore          structure tag
size 0x0024 exec/semaphores.h: *32
SemaphoreList      struct List (size 0x000e) in struct ExecBase
exec/execbase.h: *107
SemaphoreRequest   structure tag
size 0x000c exec/semaphores.h: *43, 53
SERB_7WIRE          #define 2 =0x00000002 devices/serial.h: *109
SERB_EOFMODE         #define 6 =0x00000006 devices/serial.h: *101
SERB_PARTY_ODD      #define 1 =0x00000001 devices/serial.h: *111
SERB_PARTY_ON        #define 0 =0x00000000 devices/serial.h: *113
SERB_QUEUEDBRK     #define 3 =0x00000003 devices/serial.h: *107
SERB_RAD_BOOGIE     #define 4 =0x00000004 devices/serial.h: *105
SERB_SHARED          #define 5 =0x00000005 devices/serial.h: *103
SERB_XDISABLED      #define 7 =0x00000007 devices/serial.h: *99
serdat              unsigned short int in struct Custom
hardware/custom.h: *43
serdatr             unsigned short int in struct Custom
hardware/custom.h: *32
SerErr_BufErr        #define 4 =0x00000004 devices/serial.h: *137
SerErr_BufOverflow   #define 12 =0x0000000c devices/serial.h: *142
SerErr_DetectedBreak #define 15 =0x0000000f devices/serial.h: *144
SerErr_DevBusy        #define 1 =0x00000001 devices/serial.h: *136
SerErr_InvParam      #define 5 =0x00000005 devices/serial.h: *138
SerErr_LineErr       #define 6 =0x00000006 devices/serial.h: *139
SerErr_NoDSR          #define 13 =0x0000000d devices/serial.h: *143
SerErr_ParityErr     #define 9 =0x00000009 devices/serial.h: *140
SerErr_TimerErr      #define 11 =0x0000000b devices/serial.h: *141
SERF_7WIRE          #define (1<<2) =0x00000004 devices/serial.h: *110
SERF_EOFMODE         #define (1<<6) =0x00000040 devices/serial.h: *102
SERF_PARTY_ODD      #define (1<<1) =0x00000002 devices/serial.h: *112
SERF_PARTY_ON        #define (1<<0) =0x00000001 devices/serial.h: *114
SERF_QUEUEDBRK     #define (1<<3) =0x00000008 devices/serial.h: *108
SERF_RAD_BOOGIE     #define (1<<4) =0x00000010 devices/serial.h: *106
SERF_SHARED          #define (1<<5) =0x00000020 devices/serial.h: *104
SERF_XDISABLED      #define (1<<7) =0x00000080 devices/serial.h: *100
SERIALNAME          #define "serial.device" devices/serial.h: *178
SERIAL_PRINTER      #define 0x01 =0x00000001 intuition/preferences.h: *136
SerParShk           char in struct Preferences
intuition/preferences.h: *106
serper              unsigned short int in struct Custom
hardware/custom.h: *44
SerRWBits            char in struct Preferences
intuition/preferences.h: *102
SerStopBuf           char in struct Preferences
intuition/preferences.h: *104
SER_DEFAULT_CTLCHAR #define 0x11130000 =0x11130000 devices/serial.h: *27

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SetAfPt Macro (3 arguments) graphics/gfxmacros.h: *28
SetDrPt Macro (2 arguments) graphics/gfxmacros.h: *26
SetOpen Macro (2 arguments) graphics/gfxmacros.h: *25
SetWrMsk Macro (2 arguments) graphics/gfxmacros.h: *27
sex unsigned short int in struct narrator_rb
+0x0036 devices/narrator.h: *72
SEXTB_MARK #define 0 =0x00000000 devices/serial.h: *132
SEXTB_MSPOON #define 1 =0x00000001 devices/serial.h: *129
SEXTF_MARK #define (1<<0) =0x00000001 devices/serial.h: *133
SEXTF_MSPOON #define (1<<1) =0x00000002 devices/serial.h: *131
SF_ALERTWACK #define (1<<1) =0x00000002 exec/alerts.h: *13
SGR_BLACK #define 30 =0x00000001 devices/console.h: *33
SGR_BLACKBG #define 40 =0x00000002 devices/console.h: *43
SGR_BLUE #define 34 =0x000000022 devices/console.h: *37
SGR_BLUEBG #define 44 =0x00000002c devices/console.h: *47
SGR_BOLD #define 1 =0x00000001 devices/console.h: *27
SGR_CLR0 #define 30 =0x00000001e devices/console.h: *55
SGR_CLR0BG #define 40 =0x000000028 devices/console.h: *64
SGR_CLR1 #define 31 =0x00000001f devices/console.h: *56
SGR_CLR1BG #define 41 =0x000000029 devices/console.h: *65
SGR_CLR2 #define 32 =0x000000020 devices/console.h: *57
SGR_CLR2BG #define 42 =0x00000002a devices/console.h: *66
SGR_CLR3 #define 33 =0x000000021 devices/console.h: *58
SGR_CLR3BG #define 43 =0x00000002b devices/console.h: *67
SGR_CLR4 #define 34 =0x000000022 devices/console.h: *59
SGR_CLR4BG #define 44 =0x00000002c devices/console.h: *68
SGR_CLR5 #define 35 =0x000000023 devices/console.h: *60
SGR_CLR5BG #define 45 =0x00000002d devices/console.h: *69
SGR_CLR6 #define 36 =0x000000024 devices/console.h: *61
SGR_CLR6BG #define 46 =0x00000002e devices/console.h: *70
SGR_CLR7 #define 37 =0x000000025 devices/console.h: *62
SGR_CLR7BG #define 47 =0x00000002f devices/console.h: *71
SGR_CYAN #define 36 =0x000000024 devices/console.h: *39
SGR_CYANBG #define 46 =0x00000002e devices/console.h: *49
SGR_DEFAULT #define 39 =0x000000027 devices/console.h: *41
SGR_DEFAULTBKG #define 49 =0x000000031 devices/console.h: *51
SGR_GREEN #define 32 =0x000000020 devices/console.h: *35
SGR_GREENBG #define 42 =0x00000002a devices/console.h: *45
SGR_ITALIC #define 3 =0x000000003 devices/console.h: *28
SGR_MAGENTA #define 35 =0x000000023 devices/console.h: *38
SGR_MAGENTABG #define 45 =0x00000002d devices/console.h: *48
SGR_NEGATIVE #define 7 =0x000000007 devices/console.h: *30
SGR_PRIMARY #define 0 =0x000000000 devices/console.h: *26
SGR_RED #define 31 =0x00000001f devices/console.h: *34
SGR_REDBG #define 41 =0x000000029 devices/console.h: *44
SGR_UNDERSCORE #define 4 =0x000000004 devices/console.h: *29
SGR_WHITE #define 37 =0x000000025 devices/console.h: *40
SGR_WHITEBG #define 47 =0x00000002f devices/console.h: *50
SGR_YELLOW #define 33 =0x000000021 devices/console.h: *36
SGR_YELLOWBG #define 43 =0x00000002b devices/console.h: *46
SHADE_BW #define 0x00 =0x00000000 intuition/preferences.h: *174
SHADE_COLOR #define 0x02 =0x000000002 intuition/preferences.h: *176
SHADE_GREYSCALE #define 0x01 =0x000000001 intuition/preferences.h: *175
SHAKNUM Macro (1 argument) intuition/intuition.h: *957
shape char in struct mouth_rb
+0x0048 devices/narrator.h: *91
SHARED_LOCK #define -2 =0xffffffff libraries/dos.h: *44
SHFCprList pointer to struct cprlist in struct View
+0x0008 graphics/view.h: *51
SHFlist pointer to unsigned short int in struct GfxBase
+0x0036 graphics/gfxbase.h: *31
SHIFTITEM Macro (1 argument) intuition/intuition.h: *949
SHIFTITEM Macro (1 argument) intuition/intuition.h: *948
SHIFTSUB Macro (1 argument) intuition/intuition.h: *950
SHORT typedef short int
many references, defined in exec/types.h: *38
SHOWTITLE #define 0x0010 =0x00000010 intuition/screens.h: *98
SHSHAKE_NONE #define 2 =0x00000002 intuition/preferences.h: *231
SHSHAKE_RTS #define 1 =0x00000001 intuition/preferences.h: *230

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SHSHAKE_XON #define 0 =0x00000000 intuition/preferences.h: *229
sh_List +0x0000 struct List (size 0x000e) in struct SoftIntList
sh_Pad +0x000e exec/interrupts.h: *37
unsigned short int in struct SoftIntList
exec/interrupts.h: *38
SIGBREAKB_CTRL_C #define 12 =0x0000000c libraries/dos.h: *173
SIGBREAKB_CTRL_D #define 13 =0x0000000d libraries/dos.h: *174
SIGBREAKB_CTRL_E #define 14 =0x0000000e libraries/dos.h: *175
SIGBREAKB_CTRL_F #define 15 =0x0000000f libraries/dos.h: *176
SIGBREAKF_CTRL_C #define (1<<SIGBREAKB_CTRL_C) =0x00001000 libraries/dos.h: *180
SIGBREAKF_CTRL_D #define (1<<SIGBREAKB_CTRL_D) =0x00002000 libraries/dos.h: *181
SIGBREAKF_CTRL_E #define (1<<SIGBREAKB_CTRL_E) =0x00004000 libraries/dos.h: *182
SIGBREAKF_CTRL_F #define (1<<SIGBREAKB_CTRL_F) =0x00008000 libraries/dos.h: *183
SIGB_ABORT #define 0 =0x00000000 exec/tasks.h: *71
SIGB_BLIT #define 4 =0x00000004 exec/tasks.h: *73
SIGB_CHILD #define 1 =0x00000001 exec/tasks.h: *72
SIGB_DOS #define 8 =0x00000008 exec/tasks.h: *75
SIGB_SINGLE #define 4 =0x00000004 exec/tasks.h: *74
SIGF_ABORT #define (1<<0) =0x00000001 exec/tasks.h: *77
SIGF_BLIT #define (1<<4) =0x00000010 exec/tasks.h: *79
SIGF_CHILD #define (1<<1) =0x00000002 exec/tasks.h: *78
SIGF_DOS #define (1<<8) =0x00000100 exec/tasks.h: *81
SIGF_SINGLE #define (1<<4) =0x00000010 exec/tasks.h: *80
SIGN Macro (1 argument) intuition/intuition.h: *969
SignalSemaphore size 0x002e structure tag
exec/semaphores.h: *49
graphics/clip.h: 44
graphics/layers.h: 38
graphics/gfxbase.h: 61
libraries/expansionbase.h: 54
SIGNFLAG #define 0x40 =0x00000040 hardware/blit.h: *63
SIH_PRIMASK #define (0xf0) =0x000000f0 exec/interrupts.h: *41
SimpleSprite size 0x000c structure tag
graphics/gfxbase.h: 53
graphics/sprite.h: *15
SimpleSprites +0x00d0 pointer to pointer to struct SimpleSprite in struct GfxBase
graphics/gfxbase.h: *53
#define 0x0040 =0x00000040 intuition/intuition.h: *810
#define SPSin =0x00000000 libraries/mathffp.h: *41
#define IEEEEDPSin =0x00000000 libraries/mathieeedp.h: *42
#define 0x80 =0x00000080 intuition/preferences.h: *150
#define SPSinh =0x00000000 libraries/mathffp.h: *49
#define IEEEEDPSinh =0x00000000 libraries/mathieeedp.h: *50
#define 0x000 =0x00000000 intuition/preferences.h: *162
Size int in struct TmpRas
graphics/rastport.h: *31
#define 0x0020 =0x00000020 intuition/intuition.h: *804
#define 0x0010 =0x00000010 intuition/intuition.h: *803
#define 0x00000001 =0x00000001 intuition/intuition.h: *638
#define 0x0010 =0x00000010 intuition/intuition.h: *339
#define 0x0000 =0x00000000 intuition/intuition.h: *809
pointer to struct WBArg in struct WBStartup
workbench/startup.h: *31
SIZEBOTTOM #define 0x0020 =0x00000020 intuition/intuition.h: *804
SIZEBRIGHT #define 0x0010 =0x00000010 intuition/intuition.h: *803
SIZEVERIFY #define 0x00000001 =0x00000001 intuition/intuition.h: *638
SIZING #define 0x0010 =0x00000010 intuition/intuition.h: *339
SMART_REFRESH #define 0x0000 =0x00000000 intuition/intuition.h: *809
sm_ArgList +0x0024 pointer to struct WBArg in struct WBStartup
workbench/startup.h: *31
sm_Bids short int in struct Semaphore
exec/semaphores.h: *34
sm_ClipID int in struct SatisfyMsg
devices/clipboard.h: *56
#define mp_SigTask =0x00000000 exec/semaphores.h: *37
sm_LockMsg struct Message (size 0x0014) in struct WBStartup
workbench/startup.h: *26
sm_Message struct Message (size 0x0014) in struct SatisfyMsg
devices/clipboard.h: *54
sm_Msg +0x0000 struct MsgPort (size 0x0022) in struct Semaphore
exec/semaphores.h: *33
sm_NumArgs int in struct WBStartup
workbench/startup.h: *29
sm_Process pointer to struct MsgPort in struct WBStartup
workbench/startup.h: *27
sm_Segment int in struct WBStartup

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+0x0018 workbench/startup.h: *28
sm_ToolWindow pointer to char in struct WBStartup
+0x0020 workbench/startup.h: *30
sm_Unit unsigned short int in struct SatisfyMsg
+0x0014 devices/clipboard.h: *55
SoftIntList structure tag
size 0x0010 exec/interrupts.h: *36
SoftInts array [5] of struct SoftIntList (size 0x0010) in struct ExecBase
+0x01b2 exec/execbase.h: *86
SoftVer +0x0022 exec/execbase.h: *33
SPAbs extern function returning float libraries/mathffp.h: *58
SPAcos extern function returning float libraries/mathffp.h: *70
SPAdd extern function returning float libraries/mathffp.h: *65
SPARITY_BITS #define 0xF0 =0x00000f0 intuition/preferences.h: *221
SPARITY_EVEN #define 1 =0x00000001 intuition/preferences.h: *223
SPARITY_NONE #define 0 =0x00000000 intuition/preferences.h: *222
SPARITY_ODD #define 2 =0x00000002 intuition/preferences.h: *224
SPARNUM Macro (l argument) intuition/intuition.h: *956
SPAsin extern function returning float libraries/mathffp.h: *70
SPAtan extern function returning float libraries/mathffp.h: *70
SPCeil extern function returning float libraries/mathffp.h: *60
SPCmp extern function returning int libraries/mathffp.h: *56
SPCos extern function returning float libraries/mathffp.h: *71
SPCosH extern function returning float libraries/mathffp.h: *72
SPDiv extern function returning float libraries/mathffp.h: *68
SpecialInfo pointer to pointer to char in struct Gadget
+0x0022 intuition/intuition.h: *234
SpecialLink pointer to struct IntuiMessage in struct IntuiMessage
+0x0030 intuition/intuition.h: *633
SPECIAL_ASPECT #define 0x0080 =0x00000080 devices/printer.h: *176
SPECIAL_CENTER #define 0x0040 =0x00000040 devices/printer.h: *175
SPECIAL_DENSITY1 #define 0x0100 =0x00000100 devices/printer.h: *177
SPECIAL_DENSITY2 #define 0x0200 =0x00000200 devices/printer.h: *178
SPECIAL_DENSITY3 #define 0x0300 =0x00000300 devices/printer.h: *179
SPECIAL_DENSITY4 #define 0x0400 =0x00000400 devices/printer.h: *180
SPECIAL_DENSITY5 #define 0x0500 =0x00000500 devices/printer.h: *181
SPECIAL_DENSITY6 #define 0x0600 =0x00000600 devices/printer.h: *182
SPECIAL_DENSITY7 #define 0x0700 =0x00000700 devices/printer.h: *183
SPECIAL_DENSITYMASK #define 0x0700 =0x00000700 devices/printer.h: *215
SPECIAL_DIMENSIONSMASK #define (SPECIAL_MILCOLS|SPECIAL_MILROWS|
SPECIAL_FULLCOLS|SPECIAL_FULLROWS|SPECIAL_FRACCOLS|
SPECIAL_FRACROWS|SPECIAL_ASPECT) =0x000000bf
devices/printer.h: *218
SPECIAL_FRACCOLS #define 0x0010 =0x00000010 devices/printer.h: *173
SPECIAL_FRACROWS #define 0x0020 =0x00000020 devices/printer.h: *174
SPECIAL_FULLCOLS #define 0x0004 =0x00000004 devices/printer.h: *171
SPECIAL_FULLROWS #define 0x0008 =0x00000008 devices/printer.h: *172
SPECIAL_MILCOLS #define 0x0001 =0x00000001 devices/printer.h: *169
SPECIAL_MILROWS #define 0x0002 =0x00000002 devices/printer.h: *170
SPECIAL_NOFORMFEED #define 0x0800 =0x00000800 devices/printer.h: *184
SPECIAL_NOPRINT #define 0x2000 =0x000002000 devices/printer.h: *195
SPECIAL_TRUSTIME #define 0x1000 =0x00001000 devices/printer.h: *185
SPExp extern function returning float libraries/mathffp.h: *73
SPIEEE extern function returning float libraries/mathffp.h: *74
SPFix extern function returning int libraries/mathffp.h: *54
SPFloor extern function returning float libraries/mathffp.h: *59
SPFlt extern function returning float libraries/mathffp.h: *55
SPLog extern function returning float libraries/mathffp.h: *73
SPLog10 extern function returning float libraries/mathffp.h: *73
SPMul extern function returning float libraries/mathffp.h: *67
SPNeg extern function returning float libraries/mathffp.h: *64
SPPow extern function returning float libraries/mathffp.h: *73
spr array [8] of struct SpriteDef (size 0x0008) in struct Custom
+0x0140 hardware/custom.h: *110
SprColors pointer to short int in struct VSprite
+0x0030 graphics/gels.h: *113

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SprIns pointer to struct CopList in struct ViewPort
+0x000c graphics/view.h: *36
SpriteDef structure tag in struct Custom
size 0x0008 hardware/custom.h: *105
SpritePriorities char in struct ViewPort
+0x0022 graphics/view.h: *42
SpriteReserved char in struct GfxBase
+0x00a6 graphics/gfxbase.h: *42
#define 0x4000 =0x00000400 graphics/view.h: *63
#define 0x80 =0x00000080 graphics/sprite.h: *13
sprpt array [8] of pointer to pointer to char in struct Custom
hardware/custom.h: *104
sprRsrvd char in struct GelsInfo
graphics/rastport.h: *37
sprStop array [2] of unsigned short int in struct copinit
graphics/copper.h: *80
sprstrtup array [40] of unsigned short int in struct copinit
graphics/copper.h: *79
SPSIn extern function returning float libraries/mathffp.h: *71
SPSIncos extern function returning float libraries/mathffp.h: *71
SPSinh extern function returning float libraries/mathffp.h: *72
SPSqrt extern function returning float libraries/mathffp.h: *74
SPSub extern function returning float libraries/mathffp.h: *66
SPTan extern function returning float libraries/mathffp.h: *71
SPTanh extern function returning float libraries/mathffp.h: *72
SPTst extern function returning int libraries/mathffp.h: *57
sp_Msg struct Message (size 0x0014) in struct StandardPacket
libraries/dosextens.h: *111
sp_Pkt struct DosPacket (size 0x0030) in struct StandardPacket
libraries/dosextens.h: *112
sqrt #define SPsqrt =0x00000000 libraries/mathffp.h: *47
sqrt #define IEEEEDPSqrt =0x00000000 libraries/mathieeedp.h: *48
SRBNUM Macro (l argument) intuition/intuition.h: *953
SRCA #define 0x800 =0x00000800 hardware/blit.h: *51
SRCB #define 0x400 =0x00000400 hardware/blit.h: *50
SRCC #define 0x200 =0x00000200 hardware/blit.h: *49
SREAD_BITS #define 0xF0 =0x00000f0 intuition/preferences.h: *210
sr_Link struct MinNode (size 0x0008) in struct SemaphoreRequest
exec/semaphores.h: *44
sr_Waiter pointer to struct Task in struct SemaphoreRequest
exec/semaphores.h: *45
SSBNUM Macro (l argument) intuition/intuition.h: *955
SSTOP_BITS #define 0xF0 =0x00000f0 intuition/preferences.h: *213
ss_Link struct Node (size 0x000e) in struct SignalSemaphore
exec/semaphores.h: *50
ss_MultipleLink struct SemaphoreRequest (size 0x000c) in struct
SignalSemaphore
exec/semaphores.h: *53
ss_NestCount short int in struct SignalSemaphore
exec/semaphores.h: *51
ss_Owner pointer to struct Task in struct SignalSemaphore
exec/semaphores.h: *54
ss_QueueCount short int in struct SignalSemaphore
exec/semaphores.h: *55
ss_WaitQueue struct MinList (size 0x000c) in struct SignalSemaphore
exec/semaphores.h: *52
StandardPacket structure tag
size 0x0044 libraries/dosextens.h: *110
start pointer to unsigned short int in struct cpplist
graphics/copper.h: *51
stat char in struct bltnode
hardware/blit.h: *84
STATIC #define static =0x00000000 exec/types.h: *15
STDSCREENHEIGHT #define -1 =0xffffffff intuition/screens.h: *111
streq unsigned short int in struct Custom
hardware/custom.h: *47
STRGADGET #define 0x0004 =0x00000004 intuition/intuition.h: *351
strhor unsigned short int in struct Custom
hardware/custom.h: *49

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STRINGCENTER #define 0x0200 =0x00000200 intuition/intuition.h: *318
StringInfo structure tag
    size 0x0024 intuition/intuition.h: *451
STRINGRIGHT #define 0x0400 =0x00000400 intuition/intuition.h: *319
strlong unsigned short int in struct Custom
    +0x003e hardware/custom.h: *50
STRPTR      typedef pointer to unsigned char
exec/types.h: *29, 30
devices/clipboard.h: 46
graphics/text.h: 48
strvbl     unsigned short int in struct Custom
    +0x003a hardware/custom.h: *48
SubItem     pointer to struct MenuItem in struct MenuItem
intuition/intuition.h: *103
SUBNUM      Macro (1 argument) intuition/intuition.h: *946
SUD         #define 0x10 =0x00000010 hardware/blit.h: *66
SUL         #define 0x8 =0x00000008 hardware/blit.h: *67
SuperBitMap pointer to struct BitMap in struct Layer
    +0x0020 graphics/clip.h: *34
SuperClipRect pointer to struct ClipRect in struct Layer
    +0x0024 graphics/clip.h: *35
SuperSaveClipRects pointer to struct ClipRect in struct Layer
    +0x003c graphics/clip.h: *41
SUPER_BITMAP #define 0x0080 =0x00000080 intuition/intuition.h: *811
SUPER_UNUSED #define 0xFCFC0000 =0xfcfc0000 intuition/intuition.h: *839
SUPFRONT    #define 0x0050 =0x00000050 intuition/intuition.h: *343
SUSERFLAGS   #define 0x00FF =0x000000ff graphics/gels.h: *15
SWBNUM      Macro (1 argument) intuition/intuition.h: *954
SWRITE_BITS #define 0x0F =0x0000000f intuition/preferences.h: *211
SYSBASESIZE #define sizeof(struct ExecBase)
exec/execbase.h: *123
H SysFlags   unsigned short int in struct ExecBase
    +0x0124 exec/execbase.h: *60
SysGadget   #define 0x8000 =0x00008000 intuition/intuition.h: *334
SysRequest  #define 0x4000 =0x00004000 intuition/intuition.h: *182
SysStkLower pointer to pointer to char in struct ExecBase
    +0x003a exec/execbase.h: *40
SysStkUpper pointer to pointer to char in struct ExecBase
    +0x0036 exec/execbase.h: *39
system_bplcon0 short int in struct GfxBase
    +0x0044 graphics/gfxbase.h: *41
tan          #define SPTan =0x00000000 libraries/mathffp.h: *37
tan          #define IEEEEDPTan =0x00000000 libraries/mathieeedp.h: *38
tanh         #define SPTanh =0x00000000 libraries/mathffp.h: *51
tanh         #define IEEEEDPTanh =0x00000000 libraries/mathieeedp.h: *52
Task         structure tag
    size 0x005c exec/tasks.h: *22
exec/ports.h: 32
exec/execbase.h: 55
exec/semmaphores.h: 45, 54
libraries/dosextens.h: 35
devices/prtbase.h: 87
graphics/gfxbase.h: 49
TaskExceptCode pointer to pointer to char in struct ExecBase
    +0x0134 exec/execbase.h: *69
TaskExitCode  pointer to pointer to char in struct ExecBase
    +0x0138 exec/execbase.h: *70
TaskReady    struct List (size 0x000e) in struct ExecBase
    +0x0196 exec/execbase.h: *83
TaskSigAlloc unsigned int in struct ExecBase
    +0x013c exec/execbase.h: *71
TaskTrapAlloc unsigned short int in struct ExecBase
    +0x0140 exec/execbase.h: *72
TaskTrapCode  pointer to pointer to char in struct ExecBase
    +0x0130 exec/execbase.h: *68
TaskWait     struct List (size 0x000e) in struct ExecBase
    +0x01a4 exec/execbase.h: *84
ta_Flags     char in struct TextAttr
    +0x0007 graphics/text.h: *51

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ta_Name     +0x0000 pointer to char in struct TextAttr
graphics/text.h: *48
ta_Style    +0x0006 char in struct TextAttr
graphics/text.h: *50
ta_YSize   +0x0004 unsigned short int in struct TextAttr
graphics/text.h: *49
TBC_HCLRTAB #define 0 =0x00000000 devices/console.h: *84
TBC_HCLRTABSALL #define 3 =0x00000003 devices/console.h: *85
TB_EXCEPT   #define 5 =0x00000005 exec/tasks.h: *50
TB_LAUNCH   #define 7 =0x00000007 exec/tasks.h: *52
TB_PROCTIME #define 0 =0x00000000 exec/tasks.h: *48
TB_STACKCHK #define 4 =0x00000004 exec/tasks.h: *49
TB_SWITCH   #define 6 =0x00000006 exec/tasks.h: *51
tc_ExceptCode +0x002a pointer to pointer to char in struct Task
exec/tasks.h: *35
tc_ExceptData +0x0026 pointer to pointer to char in struct Task
exec/tasks.h: *34
tc_Flags    +0x000e char in struct Task
exec/tasks.h: *24
tc_IDNestCnt +0x0010 char in struct Task
exec/tasks.h: *26
tc_Launch   +0x0046 pointer to function returning void in struct Task
exec/tasks.h: *42
tc_MemEntry +0x004a struct List (size 0x000e) in struct Task
exec/tasks.h: *43
tc_Node     +0x0000 struct Node (size 0x000e) in struct Task
exec/tasks.h: *23
tc_SigAlloc +0x0012 unsigned int in struct Task
exec/tasks.h: *28
tc_SigExcept +0x001e unsigned int in struct Task
exec/tasks.h: *31
tc_SigRecvld +0x001a unsigned int in struct Task
exec/tasks.h: *30
tc_SigWait   +0x0016 unsigned int in struct Task
exec/tasks.h: *29
tc_SPLower  +0x003a pointer to pointer to char in struct Task
exec/tasks.h: *39
tc_SPReg    +0x0036 pointer to pointer to char in struct Task
exec/tasks.h: *38
tc_SPUpper  +0x003e pointer to pointer to char in struct Task
exec/tasks.h: *40
tc_State    +0x000f char in struct Task
exec/tasks.h: *25
tc_Switch   +0x0042 pointer to function returning void in struct Task
exec/tasks.h: *41
tc_TDNCnt   +0x0011 char in struct Task
exec/tasks.h: *27
tc_TrapAble +0x0024 unsigned short int in struct Task
exec/tasks.h: *33
tc_TrapAlloc +0x0022 unsigned short int in struct Task
exec/tasks.h: *32
tc_TrapCode  +0x0032 pointer to pointer to char in struct Task
exec/tasks.h: *37
tc_TrapData  +0x002e pointer to pointer to char in struct Task
exec/tasks.h: *36
tc_UserData  +0x0058 pointer to pointer to char in struct Task
exec/tasks.h: *44
TDB_ALLOW_NON_3 5 #define 0 =0x00000000 devices/trackdisk.h: *138
TDERR_BadDriveType #define 33 =0x00000021 devices/trackdisk.h: *172
TDERR_BadHdrSum #define 24 =0x00000018 devices/trackdisk.h: *163
TDERR_BadSecHdr #define 27 =0x0000001b devices/trackdisk.h: *166
TDERR_BadSecID #define 23 =0x00000017 devices/trackdisk.h: *162
TDERR_BadSecPreamble #define 22 =0x00000016 devices/trackdisk.h: *161
TDERR_BadSecSum #define 25 =0x00000019 devices/trackdisk.h: *164
TDERR_BadUnitNum #define 32 =0x00000020 devices/trackdisk.h: *171
TDERR_DiskChanged #define 29 =0x0000001d devices/trackdisk.h: *168
TDERR_DriveInUse #define 34 =0x00000022 devices/trackdisk.h: *173
TDERR_NoMem   #define 31 =0x0000001f devices/trackdisk.h: *170
TDERR_NoSecHdr #define 21 =0x00000015 devices/trackdisk.h: *160

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TDERR_NotSpecified #define 20 =0x00000014 devices/trackdisk.h: *159
 TDERR_PostReset #define 35 =0x00000023 devices/trackdisk.h: *174
 TDERR_SeekError #define 30 =0x0000001e devices/trackdisk.h: *169
 TDERR_TooFewSecs #define 26 =0x0000001a devices/trackdisk.h: *165
 TDERR_WriteProt #define 28 =0x0000001c devices/trackdisk.h: *167
 TDF_ALLOW_NON_3_5 #define (1<<0) =0x00000001 devices/trackdisk.h: *139
 TDF_EXTCOM #define (1<<15) =0x00008000 devices/trackdisk.h: *71
 TDNestCnt char in struct ExecBase
 +0x0127 exec/execbase.h: *62
 tdu_Comp01Track unsigned short int in struct TDU_PublicUnit
 +0x0026 devices/trackdisk.h: *186
 tdu_Comp10Track unsigned short int in struct TDU_PublicUnit
 +0x0028 devices/trackdisk.h: *187
 tdu_Comp11Track unsigned short int in struct TDU_PublicUnit
 +0x002a devices/trackdisk.h: *188
 TDU_PublicUnit structure tag
 size 0x0035 devices/trackdisk.h: *184
 tdu_RetryCnt char in struct TDU_PublicUnit
 +0x0034 devices/trackdisk.h: *191
 tdu_SettleDelay unsigned int in struct TDU_PublicUnit
 +0x0030 devices/trackdisk.h: *190
 tdu_StepDelay unsigned int in struct TDU_PublicUnit
 +0x002c devices/trackdisk.h: *189
 tdu_Unit struct Unit (size 0x0026) in struct TDU_PublicUnit
 +0x0000 devices/trackdisk.h: *185
 TD_ADDCHANGEINT #define (CMD_NONSTD+11) =0x00000014 devices/trackdisk.h: *85
 TD_CHANGENUM #define (CMD_NONSTD+4) =0x0000000d devices/trackdisk.h: *78
 TD_CHANGESTATE #define (CMD_NONSTD+5) =0x0000000e devices/trackdisk.h: *79
 TD_FORMAT #define (CMD_NONSTD+2) =0x0000000b devices/trackdisk.h: *76
 TD_GETDRIVETYPE #define (CMD_NONSTD+9) =0x00000012 devices/trackdisk.h: *83
 TD_GETNUMTRACKS #define (CMD_NONSTD+10) =0x00000013 devices/trackdisk.h: *84
 TD_LABELSIZE #define 16 =0x00000010 devices/trackdisk.h: *130
 TD_LASTCOMM #define (CMD_NONSTD+13) =0x00000016 devices/trackdisk.h: *88
 TD_MOTOR #define (CMD_NONSTD+0) =0x00000009 devices/trackdisk.h: *74
 TD_NAME #define "trackdisk.device" devices/trackdisk.h: *69
 TD_PROTSTATUS #define (CMD_NONSTD+6) =0x0000000f devices/trackdisk.h: *80
 TD_RAWREAD #define (CMD_NONSTD+7) =0x00000010 devices/trackdisk.h: *81
 TD_RAWWRITE #define (CMD_NONSTD+8) =0x00000011 devices/trackdisk.h: *82
 TD_REMCHANGEINT #define (CMD_NONSTD+12) =0x00000015 devices/trackdisk.h: *86
 TD_REMOVE #define (CMD_NONSTD+3) =0x0000000c devices/trackdisk.h: *77
 TD_SECSHIFT #define 9 =0x00000009 devices/trackdisk.h: *48
 TD_SECTOR #define 512 =0x00000200 devices/trackdisk.h: *47
 TD_SEEK #define (CMD_NONSTD+1) =0x0000000a devices/trackdisk.h: *75
 TermArray0 unsigned int in struct IOTArray
 +0x0000 devices/serial.h: *22
 TermArray1 unsigned int in struct IOTArray
 +0x0004 devices/serial.h: *23
 TEXT typedef unsigned char
 exec/types.h: *48
 TextAttr structure tag
 size 0x0008 graphics/text.h: *47
 intuition/intuition.h: 500
 intuition/screens.h: 59, 127
 libraries/diskfont.h: 67
 TextFont structure tag
 size 0x0034 devices/conunit.h: 68
 graphics/rastport.h: 72
 graphics/text.h: *56
 intuition/intuition.h: 793
 graphics/gfxbase.h: 36
 libraries/diskfont.h: 56
 TextFonts struct List (size 0x000e) in struct GfxBase
 +0x008c graphics/gfxbase.h: *35
 tf_Accessors unsigned short int in struct TextFont
 +0x001e graphics/text.h: *66
 tf_Baseline unsigned short int in struct TextFont
 +0x001a graphics/text.h: *63
 tf-BoldSmear unsigned short int in struct TextFont
 +0x001c graphics/text.h: *64

tf_CharData pointer to pointer to char in struct TextFont
 +0x0022 graphics/text.h: *70
 tf_CharKern pointer to pointer to char in struct TextFont
 +0x0030 graphics/text.h: *76
 tf_CharLoc pointer to pointer to char in struct TextFont
 +0x0028 graphics/text.h: *73
 tf_CharSpace pointer to pointer to char in struct TextFont
 +0x002c graphics/text.h: *75
 TF_EXCEPT #define (1<<5) =0x00000020 exec/tasks.h: *56
 tf_Flags char in struct TextFont
 +0x0017 graphics/text.h: *61
 tf_HiChar char in struct TextFont
 +0x0021 graphics/text.h: *69
 TF_LAUNCH #define (1<<7) =0x00000080 exec/tasks.h: *58
 tf_LoChar char in struct TextFont
 +0x0020 graphics/text.h: *68
 tf_Message struct Message (size 0x0014) in struct TextFont
 +0x0000 graphics/text.h: *57
 tf_Modulo unsigned short int in struct TextFont
 +0x0026 graphics/text.h: *72
 TF_PROCETIME #define (1<<0) =0x00000001 exec/tasks.h: *54
 TF_STACKCHK #define (1<<4) =0x00000010 exec/tasks.h: *55
 tf_Style char in struct TextFont
 +0x0016 graphics/text.h: *60
 TF_SWITCH #define (1<<6) =0x00000040 exec/tasks.h: *57
 tf_Xsize unsigned short int in struct TextFont
 +0x0018 graphics/text.h: *62
 tf_Ysize unsigned short int in struct TextFont
 +0x0014 graphics/text.h: *59
 ThisTask pointer to struct Task in struct ExecBase
 +0x0114 exec/execbase.h: *55
 TICKS_PER_SECOND #define 50 =0x00000032 libraries/dos.h: *54
 Timer structure tag
 +0x0002 graphics/gels.h: *175
 timerrequest size 0x0028 devices/timer.h: *28
 devices/prtbase.h: 85
 TIMERNAME #define "timer.device" devices/timer.h: *21
 TimeSet short int in struct AnimComp
 +0x0004 graphics/gels.h: *179
 timeval structure tag
 size 0x0008 devices/timer.h: *23, 30
 devices/inputevent.h: 150
 intuition/preferences.h: 54, 55, 56
 timsrv struct Interrupt (size 0x0016) in struct GfxBase
 +0x0060 graphics/gfxbase.h: *34
 Title pointer to char in struct Window
 +0x0020 intuition/intuition.h: *709
 Title pointer to char in struct NewWindow
 +0x001a intuition/intuition.h: *874
 Title pointer to char in struct Screen
 +0x0016 intuition/screens.h: *52
 TmpRas structure tag
 size 0x0008 graphics/rastport.h: *28, 55
 TmpRas pointer to struct TmpRas in struct RastPort
 +0x000c graphics/rastport.h: *55
 TOBB Macro (1 argument) graphics/gfx.h: *18
 TOF_WaitQ struct List (size 0x000e) in struct GfxBase
 +0x00c0 graphics/gfxbase.h: *50
 TOGGLESELECT #define 0x0100 =0x00000100 intuition/intuition.h: *316
 TOPAZ_EIGHTY #define 8 =0x00000008 intuition/preferences.h: *39
 TOPAZ_SIXTY #define 9 =0x00000009 intuition/preferences.h: *40
 TOPBORDER #define 0x0040 =0x00000040 intuition/intuition.h: *313
 TopBorder unsigned short int in struct PropInfo
 +0x0014 intuition/intuition.h: *424
 TopEdge short int in struct Menu
 +0x0006 intuition/intuition.h: *60
 TopEdge short int in struct MenuItem
 +0x0006 intuition/intuition.h: *88

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TopEdge short int in struct Requester
TopEdge +0x0006 intuition/intuition.h: *145
TopEdge short int in struct Gadget
TopEdge +0x0006 intuition/intuition.h: *197
TopEdge short int in struct IntuiText
TopEdge +0x0006 intuition/intuition.h: *499
TopEdge short int in struct Border
TopEdge +0x0002 intuition/intuition.h: *524
TopEdge short int in struct Image
TopEdge +0x0002 intuition/intuition.h: *546
TopEdge short int in struct Window
TopEdge +0x0006 intuition/intuition.h: *697
TopEdge short int in struct NewWindow
TopEdge +0x0002 intuition/intuition.h: *852
TopEdge short int in struct Screen
TopEdge +0x000a intuition/screens.h: *45
TopEdge short int in struct NewScreen
TopEdge +0x0002 intuition/screens.h: *119
TOPHIT #define l =0x00000001 graphics/collide.h: *30
topmost short int in struct GelsInfo
topmost +0x001a graphics/rastport.h: *46
top_layer pointer to struct Layer in struct Layer_Info
top_layer +0x0000 graphics/layers.h: *34
TOTALSLOTS #define 256 =0x00000100 libraries/expansionbase.h: *33, 53
tPoint structure tag
tPoint size 0x0004
graphics/gfx.h: *29
TRUE #define l =0x00000001 exec/types.h: *50
trunc Macro (1 argument) libraries/mathffp.h: *29
trunc Macro (1 argument) libraries/mathieeedp.h: *30
TR_ADDREQUEST #define CMD_NONSTD =0x00000009 devices/timer.h: *34
TR_GETSYSTIME #define (CMD_NONSTD+1) =0x0000000a devices/timer.h: *35
TR_MakeBad #define -4 =0xffffffffc libraries/translator.h: *15
tr_node struct IOResponse (size 0x0020) in struct timerequest
tr_node +0x0000 devices/timer.h: *29
TR_NoMem #define -2 =0xffffffffe libraries/translator.h: *14
TR_NotUsed #define -1 =0xfffffffff libraries/translator.h: *13
TR_SETSYSTIME #define (CMD_NONSTD+2) =0x0000000b devices/timer.h: *36
tr_time struct timeval (size 0x0008) in struct timerequest
tr_time +0x0020 devices/timer.h: *30
TS_ADDED #define 1 =0x00000001 exec/tasks.h: *62
TS_EXCEPT #define 5 =0x00000005 exec/tasks.h: *66
TS_INVALID #define 0 =0x00000000 exec/tasks.h: *61
TS_READY #define 3 =0x00000003 exec/tasks.h: *64
TS_REMOVED #define 6 =0x00000006 exec/tasks.h: *67
TS_RUN #define 2 =0x00000002 exec/tasks.h: *63
TS_WAIT #define 4 =0x00000004 exec/tasks.h: *65
tv_micro unsigned int in struct timeval
tv_micro +0x0004 devices/timer.h: *25
tv_secs unsigned int in struct timeval
tv_secs +0x0000 devices/timer.h: *24
TWO_PI #define ((float) 2) * PI libraries/mathffp.h: *16
TWO_PI #define ((double) 2) * PI libraries/mathieeedp.h: *17
TxBaseline unsigned short int in struct RastPort
TxBaseline +0x003e graphics/rastport.h: *77
TxFlags char in struct RastPort
TxFlags +0x0039 graphics/rastport.h: *74
TxHeight unsigned short int in struct RastPort
TxHeight +0x003a graphics/rastport.h: *75
TxSpacing short int in struct RastPort
TxSpacing +0x0040 graphics/rastport.h: *78
TxWidth unsigned short int in struct RastPort
TxWidth +0x003c graphics/rastport.h: *76
Type char in struct ColorMap
Type +0x0001 graphics/view.h: *24
Type unsigned short int in struct NewWindow
Type +0x002e intuition/intuition.h: *909
Type unsigned short int in struct NewScreen
Type +0x000e intuition/screens.h: *125
ul union (no tag) (size 0x0002) in struct (no tag)

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u2 +0x0000 graphics/copper.h: *30
u2 +0x0002 union (no tag) (size 0x0002) in struct (no tag)
u3 +0x0002 graphics/copper.h: *35
u3 +0x0004 union (no tag) (size 0x0004) in struct CopIns
u3 +0x0004 graphics/copper.h: *37
u4 +0x0000 struct (no tag) (size 0x0004) in union (no tag)
u4 +0x0000 graphics/copper.h: *36
UBYTE typedef unsigned char
many references; defined in exec/types.h: *27
UCopIns +0x0014 pointer to struct UCopList in struct ViewPort
UCopList size 0x000c
graphics/view.h: *38
structure tag
graphics/view.h: 38
graphics/copper.h: *69, 71
UCOUNT typedef unsigned short int exec/types.h: *46
ULONG typedef unsigned long int
many references; defined in exec/types.h: *21
pointer to char in struct StringInfo
intuition/intuition.h: *455
UndoBuffer +0x0004
UndoPos +0x000e
Unit size 0x0026
UNIT_ACTIVE
UNIT_INTASK
unit_flags
+0x0022
UNIT_MICROHZ
unit_MsgPort
+0x0000
unit_OpenCnt
+0x0024
unit_pad
+0x0023
UNIT_VBLANK
unusedreg
+0x0b00
UserData
+0x0028
UserData
+0x0078
UserData
+0x0156
UserPort
+0x0056
USHORT
US_LEGAL
US_LETTER
UWORD
VANILLAKEY
VBlank
+0x00a0
VBlankFrequency
+0x0212
vbsrv
+0x004a
VctrPtr
+0x0004
VctrTbl
+0x0000
VertBody
+0x0008
VertPot
+0x0002
graphics/copper.h: *30
union (no tag) (size 0x0002) in struct (no tag)
graphics/copper.h: *35
union (no tag) (size 0x0004) in struct CopIns
graphics/copper.h: *37
struct (no tag) (size 0x0004) in union (no tag)
graphics/copper.h: *36
typedef unsigned char
many references; defined in exec/types.h: *27
pointer to struct UCopList in struct ViewPort
graphics/view.h: *38
structure tag
graphics/view.h: 38
graphics/copper.h: *69, 71
pointer to char in struct StringInfo
intuition/intuition.h: *455
short int in struct StringInfo
intuition/intuition.h: *461
structure tag
exec/devices.h: *31
exec/io.h: 21, 30
devices/clipboard.h: 40
devices/printer.h: 139, 153
devices/trackdisk.h: 185
#define (l<<0) =0x00000001 exec/devices.h: *40
#define (l<<1) =0x00000002 exec/devices.h: *41
char in struct Unit
exec/devices.h: *34
#define 0 =0x00000000 devices/timer.h: *18
struct MsgPort (size 0x0022) in struct Unit
exec/devices.h: *32
unsigned short int in struct Unit
exec/devices.h: *36
char in struct Unit
exec/devices.h: *35
#define 1 =0x00000001 devices/timer.h: *19
char in struct CIA
hardware/cia.h: *45
pointer to pointer to char in struct Gadget
intuition/intuition.h: *237
pointer to char in struct Window
intuition/intuition.h: *783
pointer to char in struct Screen
intuition/screens.h: *85
pointer to struct MsgPort in struct Window
intuition/intuition.h: *754
typedef unsigned short int
many references; defined in exec/types.h: *39
#define 0x10 =0x00000010 intuition/preferences.h: *180
#define 0x00 =0x00000000 intuition/preferences.h: *179
typedef unsigned short int
many references; defined in exec/types.h: *24
#define 0x00200000 =0x00200000 intuition/intuition.h: *659
char in struct GfxBase
graphics/gfxbase.h: *38
char in struct ExecBase
exec/execbase.h: *104
struct Interrupt (size 0x0016) in struct GfxBase
graphics/gfxbase.h: *34
pointer to short int in struct AreaInfo
graphics/rastport.h: *20
pointer to short int in struct AreaInfo
graphics/rastport.h: *19
unsigned short int in struct PropInfo
intuition/intuition.h: *417
unsigned short int in struct PropInfo

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+0x0004 intuition/intuition.h: *397
vposr unsigned short int in struct Custom
+0x0006 hardware/custom.h: *23
vposw unsigned short int in struct Custom
+0x002c hardware/custom.h: *41
View structure tag
size 0x0012
graphics/view.h: *47
graphics/gfxbase.h: 26
intuition/intuitionbase.h: 150
short int in struct Preferences
ViewInitX +0x0078
ViewInitY intuition/preferences.h: *76
short int in struct Preferences
+0x007a
ViewLord struct View (size 0x0012) in struct IntuitionBase
+0x0022 intuition/intuitionbase.h: *150
ViewModes unsigned short int in struct NewScreen
+0x000c intuition/screens.h: *123
ViewPort structure tag
size 0x0028
graphics/view.h: *30, 32, 49
intuition/screens.h: 62
graphics/copper.h: 59
ViewPort pointer to struct ViewPort in struct View
+0x0000
graphics/view.h: *49
ViewPort struct ViewPort (size 0x0028) in struct Screen
+0x002c intuition/screens.h: *62
ViewXOffset char in struct Preferences
+0x0076 intuition/preferences.h: *74
ViewYOffset char in struct Preferences
+0x0077 intuition/preferences.h: *75
voice struct narrator_rb (size 0x0046) in struct mouth_rb
devices/narrator.h: *88
+0x0000
VOID #define void =0x00000000 exec/types.h: *18
exec/tasks.h: 41, 42
exec/interrupts.h: 25, 31
devices/prtbase.h: 128, 129, 131
workbench/icon.h: 31
volume unsigned short int in struct narrator_rb
+0x003e devices/narrator.h: *75
vposr unsigned short int in struct Custom
+0x0004 hardware/custom.h: *22
VPOSRL0F #define 0x8000 =0x00008000 graphics/display.h: *38
vposw unsigned short int in struct Custom
+0x002a hardware/custom.h: *40
VPotRes unsigned short int in struct PropInfo
+0x0010 intuition/intuition.h: *422
VP_HIDE #define 0x2000 =0x00002000 graphics/view.h: *64
VSBob pointer to struct Bob in struct VSprite
+0x0034 graphics/gels.h: *115
VSIZEBITS #define 16-HSIZEBITS =0x0000000a hardware/blit.h: *14
VSIZEMASK #define 0x3FF =0x000003ff hardware/blit.h: *16
VSOVERFLOW #define 0x0800 =0x00000800 graphics/gels.h: *24
VSprite structure tag
size 0x003c
graphics/rastport.h: 40
graphics/gels.h: *68, 72, 73, 79, 80, 155, 232
#define 0x0001 =0x00000001 graphics/gels.h: *16
VSsprite short int in struct VSprite
+0x003a graphics/gels.h: *132
VUserExt #define SHORT =0x00000000 graphics/gels.h: *52, 132
VUserStuff short int in union (no tag)
+0x0000
VWaitPos #define u3.u4.ul.VWaitPos
short int in union (no tag)
graphics/copper.h: *28
+0x0000
VWAITPOS #define u3.u4.ul.VWaitPos
graphics/copper.h: *41
WarmCapture pointer to pointer to char in struct ExecBase
+0x0032 exec/execbase.h: *38
wa_Lock int in struct WBArg
+0x0000 workbench/startup.h: *35
wa_Name pointer to char in struct WBArg
+0x0004 workbench/startup.h: *36
WBArg structure tag

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size 0x0008 workbench/startup.h: 31, *34
WBDEVICE #define 6 =0x00000006 workbench/workbench.h: *38
WBDISK #define 1 =0x00000001 workbench/workbench.h: *33
WBDRAWER #define 2 =0x00000002 workbench/workbench.h: *34
WBENCHCLOSE #define 0x0002 =0x00000002 intuition/intuition.h: *686
WBENCHMESSAGE #define 0x000020000 =0x00020000 intuition/intuition.h: *655
WBENCHOPEN #define 0x0001 =0x00000001 intuition/intuition.h: *685
WBENCHSCREEN #define 0x0001 =0x00000001 intuition/screens.h: *95
WBENCHWINDOW #define 0x02000000 =0x02000000 intuition/intuition.h: *836
WBGARBAGE #define 5 =0x00000005 workbench/workbench.h: *37
WBKICK #define 7 =0x00000007 workbench/workbench.h: *39
WBObject structure tag
size 0x0000 workbench/icon.h: 28
WBorBottom char in struct Screen
+0x0026 intuition/screens.h: *57
WBorLeft char in struct Screen
+0x0024 intuition/screens.h: *57
WBorRight char in struct Screen
+0x0025 intuition/screens.h: *57
WBorTop char in struct Screen
+0x0023 intuition/screens.h: *57
WBPROJECT #define 4 =0x00000004 workbench/workbench.h: *36
WBStartup structure tag
size 0x0028 workbench/startup.h: *25
WBTOOL #define 3 =0x00000003 workbench/workbench.h: *35
wb_Depth char in struct Preferences
+0x00e6 intuition/preferences.h: *123
WB_DISKMAGIC #define 0xe310 =0x0000e310 workbench/workbench.h: *66
WB_DISKVERSION #define 1 =0x00000001 workbench/workbench.h: *67
wb_Height unsigned short int in struct Preferences
intuition/preferences.h: *122
+0x00e4 wb_Width unsigned short int in struct Preferences
intuition/preferences.h: *121
+0x00e2 WDOWNBACK #define 0x0060 =0x00000060 intuition/intuition.h: *344
WDRAGGING #define 0x0020 =0x00000020 intuition/intuition.h: *340
width char in struct mouth_rb
+0x0046 Width short int in struct Menu
intuition/intuition.h: *61
+0x0008 Width short int in struct MenuItem
intuition/intuition.h: *89
+0x0008 Width short int in struct Requester
intuition/intuition.h: *146
+0x0008 Width short int in struct Gadget
intuition/intuition.h: *198
+0x0008 Width short int in struct Image
intuition/intuition.h: *547
+0x0004 Width short int in struct Window
intuition/intuition.h: *698
+0x0008 Width short int in struct NewWindow
intuition/intuition.h: *853
+0x0004 Width short int in struct Screen
intuition/screens.h: *46
+0x0000c Width short int in struct NewScreen
intuition/screens.h: *119
+0x0004 Width short int in struct VSprite
graphics/gels.h: *98
+0x001c Window structure tag
size 0x0084 devices/comunit.h: 37
intuition/intuition.h: 168, 630, *693, 695, 742
intuition/screens.h: 43
intuition/intuitionbase.h: 152
+0x0028 Window pointer to pointer to char in struct Layer
graphics/clip.h: *38
WINDOWACTIVE #define 0x2000 =0x00002000 intuition/intuition.h: *825
WINDOWCLOSE #define 0x0008 =0x00000008 intuition/intuition.h: *801
WINDOWDEPTH #define 0x0004 =0x00000004 intuition/intuition.h: *800
WINDOWDRAG #define 0x0002 =0x00000002 intuition/intuition.h: *799
WindowPort pointer to struct MsgPort in struct Window

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+0x005a intuition/intuition.h: *754
WINDOWREFRESH #define 0x01000000 =0x01000000 intuition/intuition.h: *835
WINDOWSIZING #define 0x0001 =0x00000001 intuition/intuition.h: *798
WINDOWTICKED #define 0x04000000 =0x04000000 intuition/intuition.h: *837
WLayer pointer to struct Layer in struct Window
+0x007c intuition/intuition.h: *788
WORD typedef short int
WORDBITS many references; defined in exec/types.h: *23
typedef unsigned short int
exec/types.h: *25
wordreserved array [7] of unsigned short int in struct RastPort
+0x004e graphics/rastport.h: *82
WORKBENCH_ICON_H #define =0x00000000 workbench/icon.h: *2
WORKBENCH_STARTUP_H #define =0x00000000 workbench/startup.h: *2
WORKBENCH_WORKBENCH_H #define =0x00000000 workbench/workbench.h: *2
WorkName array [30] of char in struct Preferences
+0x00ba intuition/preferences.h: *110
WScreen pointer to struct Screen in struct Window
+0x002e intuition/intuition.h: *717
WUPFRONT #define 0x0040 =0x00000040 intuition/intuition.h: *342
W_TRACTOR #define 0x30 =0x00000030 intuition/preferences.h: *182
X short int in struct tPoint
+0x0000 graphics/gfx.h: *31
X short int in struct VSprite
+0x0018 graphics/gels.h: *95
X unsigned short int in struct SimpleSprite
+0x0006 graphics/sprite.h: *19
XAccel short int in struct AnimOb
+0x001a graphics/gels.h: *214
XOffset char in struct Window
+0x0050 intuition/intuition.h: *750
XOffset char in struct Preferences
+0x0064 intuition/preferences.h: *60
XTrans short int in struct AnimComp
+0x001c graphics/gels.h: *192
XVel short int in struct AnimOb
+0x0016 graphics/gels.h: *213
XY pointer to short int in struct Border
+0x0008 intuition/intuition.h: *528
Y short int in struct tPoint
+0x0002 graphics/gfx.h: *31
Y short int in struct VSprite
+0x0016 graphics/gels.h: *95
Y unsigned short int in struct SimpleSprite
+0x0008 graphics/sprite.h: *19
YAccel short int in struct AnimOb
+0x0018 graphics/gels.h: *214
YOffset char in struct Window
+0x0051 intuition/intuition.h: *750
YOffset char in struct Preferences
+0x0065 intuition/preferences.h: *61
YTrans short int in struct AnimComp
+0x001a graphics/gels.h: *191
YVel short int in struct AnimOb

A true software memory map, showing system utilization of the various sections of RAM and free space is not provided, or possible with the Amiga. All memory is dynamically allocated by the memory manager, and the actual locations may change from release-to-release, machine-to-machine or boot-to-boot (see the exec/AllocMem function for details). To find the locations of system structures software must use the defined access procedures, starting by fetching the address of the exec.library from location 4; the only absolute memory location in the system. All software is written so that it can be loaded and relocated anywhere in memory by the loader. What follows are maps that show the relative locations of all custom chip registers. This is provided for the convenience of the few developers that may need to directly access them.

BRIEF CHIP REGISTER MAPS

When dealing directly with the hardware, all unused bits must be written as zeros. The value of any unused read bit must not be trusted.

The register names for the two 8520 Complex Interface Adapters are listed below. Under the multitasking Operating System, access is controlled by the cia.resource. The 8520's are byte-oriented; writing them as a word is NOT allowed (it affects both chips in strange ways). The address at which each register is to be accessed is given in this list:

Address for:

8520-A	8520-B	NAME	EXPLANATION
BFE001	BFD000	PRA	Peripheral data register A
BFE101	BFD100	PRB	Peripheral data register B
BFE201	BFD200	DDRB	Data direction register A
BFE301	BFD300	DDRA	Data direction register B
BFE401	BFD400	TALO	TIMER A low register (.715909 Mhz under)
BFE501	BFD500	TAHI	TIMER A high register (NTSC. Under PAL)
BFE601	BFD600	TBLO	TIMER B low register (these run at)
BFE701	BFD700	TBHI	TIMER B high register (.709379 Mhz)
BFE801	BFD800	Event LSB	(A=VBlank B=HSync)
BFE901	BFD900	Event 8 - 15	
BFEA01	BFDA00	Event MSB	
BFEB01	BFD800	No connect	
BFECC01	BFDCC00	SDR	Serial data register
BFED01	BFD000	ICR	Interrupt control register
BFEF01	BFD000	CRA	Control register A
BFEF01	BFD000	CRB	Control register B

Amiga Custom Chips

The custom chips must be addressed starting at \$DFF000, and no other address. All registers are Write-only or Read-only; violating this restriction in any way will cause subtle problems. Unused registers must not be accessed. Custom chip registers must be addressed as words or longs, never bytes.

Key:
; & = register used by DMA only
; % = register used by DMA usually, processor sometimes
; + = register pair - always write as one 32 bit write
; * = Not writable by the Copper
; ~ = Not writable unless the Copper danger bit is set.
; A,D,P = Agnus, Denise or Paula
; W,R,ER = Write-Only, Read-Only or DMA-related Early Read
; S = Strobe, writing 0's to the address causes an effect

NAME	ADD	R/W	CHIP	FUNCTION
BLTDDAT	& *000	ER	A	Blitter destination early read (dummy address)
DMACONR	*002	R	A	P DMA control (and Blitter status) read
VPOSR	*004	R	A	Read vert most significant bit (and frame flop)

VHPOSR	*006	R	A	Read vert and horiz. position of beam
DSKDATR	& *008	ER	P	Disk data early read (dummy address)
JOYODAT	*00A	R	D	Joystick-mouse 0 data (vert,horiz)
JOYLDAT	*00C	R	D	Joystick-mouse 1 data (vert,horiz)
CLXDAT	*00E	R	D	Collision data register (read and clear)
ADKCONR	*010	R	P	Audio, disk control register read
POTODAT	*012	R	P	Pot counter pair 0 data (vert,horiz)
POTIDAT	*014	R	P	Pot counter pair 1 data (vert,horiz)
POTINP	*016	R	P	Pot port data read (was POTGOR)(see potgo.resource)
SERDATR	*018	R	P	Serial port data and status read
DSKBYTR	*01A	R	P	Disk data byte and status read
INTENAR	*01C	R	P	Interrupt enable bits read
INTREQR	*01E	R	P	Interrupt request bits read
DSKPTR	+ *020	W	A	Disk pointer (register pair)
DSKLEN	*024	W	P	Disk length
DSKDAT	& *026	W	P	Disk DMA data write
REFPTR	& *028	W	A	Refresh pointer
VPOSW	*02A	W	A	Write vert most significant bit (and frame flop)
VHPOSW	*02C	W	A	Write vert and horiz position of beam
COPCON	*02E	W	A	Coprocessor control register (CDANG)
SERDAT	*030	W	P	Serial port data and stop bits write
SERPER	*032	W	P	Serial port period and control
POTGO	*034	W	P	Pot port data write and start
JOYTEST	*036	W	D	Write to all four joystick-mouse counters at once
STREQU	& *038	S	D	Strobe for horiz sync with VB and EQU
STRVBL	& *03A	S	D	Strobe for horiz sync with VB (vert. blank)
STRHOR	& *03C	S	D P	Strobe for horiz sync
STRLONG	& *03E	S	D	Strobe for identification of long horiz. line.
BLTCON0	~040	W	A	Blitter control register 0
BLTCON1	~042	W	A	Blitter control register 1
BLTAFWM	~044	W	A	Blitter first word mask for source A
BLTALWM	~046	W	A	Blitter last word mask for source A
BLTCPT	+ ~048	W	A	Blitter pointer to source C (register pair)
BLTBPT	+ ~04C	W	A	Blitter pointer to source B (register pair)
BLTAPT	+ ~050	W	A	Blitter pointer to source A (register pair)
BLTDPT	+ ~054	W	A	Blitter pointer to destination D (register pair)
BLTSIZE	~058	W	A	Blitter start and size (window width, height)
BLTCMOD	~060	W	A	Blitter modulo for source C
BLTBMOD	~062	W	A	Blitter modulo for source B
BLTAMOD	~064	W	A	Blitter modulo for source A
BLTDMOD	~066	W	A	Blitter modulo for destination D
BLTCDAT	% 070	W	A	Blitter source C data register
BLTBDAT	% 072	W	A	Blitter source B data register
BLTADAT	% 074	W	A	Blitter source A data register
DSKSYNC	~076	R	P	Disk sync pattern register for disk read
COP1LC	+ 080	W	A	Coprocessor first location register (pair)
COP2LC	+ 084	W	A	Coprocessor second location register (pair)
COPJMP1	088	S	A	Coprocessor restart at first location
COPJMP2	08A	S	A	Coprocessor restart at second location
COPINS	08C	W	A	Coprocessor instruction fetch identify
DIWSTRT	08E	W	A	Display window start (upper left vert-horiz position)
DIWSTOP	090	W	A	Display window stop (lower right vert.-horiz. position)
DDFSTRT	092	W	A	Display bit plane data fetch start (horiz. position)
DDFSTOP	094	W	A	Display bit plane data fetch stop (horiz. position)
DMACON	096	W	A D P	DMA control write (clear or set)
CLXCON	098	W	D	Collision control
INTENA	09A	W	P	Interrupt enable bits (clear or set bits)
INTREQ	09C	W	P	Interrupt request bits (clear or set bits)
ADKCON	09E	W	P	Audio, disk, UART control
AUDOLC	+ 0A0	W	A	Audio channel 0 location (pair)
AUDOLEN	0A4	W	P	Audio channel 0 length
AUDOPER	0A6	W	P	Audio channel 0 period
AUDOVOL	0A8	W	P	Audio channel 0 volume
AUDODAT	& 0AA	W	P	Audio channel 0 data

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	OAC			
	OAE			
AUD1LC	+ 0B0	W A	Audio channel 1 location (pair)	
AUD1LEN	0B4	W P	Audio channel 1 length	
AUD1PER	0B6	W P	Audio channel 1 period	
AUD1VOL	0B8	W P	Audio channel 1 volume	
AUD1DAT	& 0BA	W P	Audio channel 1 data	
	0BC			
	0BE			
AUD2LC	+ 0C0	W A	Audio channel 2 location (pair)	
AUD2LEN	0C4	W P	Audio channel 2 length	
AUD2PER	0C6	W P	Audio channel 2 period	
AUD2VOL	0C8	W P	Audio channel 2 volume	
AUD2DAT	& 0CA	W P	Audio channel 2 data	
	0CC			
	0CE			
AUD3LC	+ 0D0	W A	Audio channel 3 location (pair)	
AUD3LEN	0D4	W P	Audio channel 3 length	
AUD3PER	0D6	W P	Audio channel 3 period	
AUD3VOL	0D8	W P	Audio channel 3 volume	
AUD3DAT	& 0DA	W P	Audio channel 3 data	
	0DC			
	0DE			
BPL1PT	+ 0E0	W A	Bit plane 1 pointer (register pair)	
BPL2PT	+ 0E4	W A	Bit plane 2 pointer (register pair)	
BPL3PT	+ 0E8	W A	Bit plane 3 pointer (register pair)	
BPL4PT	+ 0EC	W A	Bit plane 4 pointer (register pair)	
BPL5PT	+ 0F0	W A	Bit plane 5 pointer (register pair)	
BPL6PT	+ 0F4	W A	Bit plane 6 pointer (register pair)	
	0F8			
	0FA			
	0FC			
	0FE			
BPLCON0	100	W A D	Bit plane control register (misc. control bits)	
BPLCON1	102	W D	Bit plane control reg. (scroll value PF1, PF2)	
BPLCON2	104	W D	Bit plane control reg. (priority control)	
	106			
BPL1MOD	108	W A	Bit plane modulo (odd planes)	
BPL2MOD	10A	W A	Bit Plane modulo (even planes)	
	10C			
	10E			
BPL1DAT	& 110	W D	Bit plane 1 data (parallel-to-serial convert)	
BPL2DAT	& 112	W D	Bit plane 2 data (parallel-to-serial convert)	
BPL3DAT	& 114	W D	Bit plane 3 data (parallel-to-serial convert)	
BPL4DAT	& 116	W D	Bit plane 4 data (parallel-to-serial convert)	
BPL5DAT	& 118	W D	Bit plane 5 data (parallel-to-serial convert)	
BPL6DAT	& 11A	W D	Bit plane 6 data (parallel-to-serial convert)	
	11C			
	11E			
SPROPT	+ 120	W A	Sprite 0 pointer (register pair)	
SPR1PT	+ 124	W A	Sprite 1 pointer (register pair)	
SPR2PT	+ 128	W A	Sprite 2 pointer (register pair)	
SPR3PT	+ 12C	W A	Sprite 3 pointer (register pair)	
SPR4PT	+ 130	W A	Sprite 4 pointer (register pair)	
SPR5PT	+ 134	W A	Sprite 5 pointer (register pair)	
SPR6PT	+ 138	W A	Sprite 6 pointer (register pair)	
SPR7PT	+ 13C	W A	Sprite 7 pointer (register pair)	
SPROPOS	% 140	W A D	Sprite 0 vert-horiz start position data	
SPROCTL	% 142	W A D	Sprite 0 vert stop position and control data	
SPRODATA	% 144	W D	Sprite 0 image data register A	
SPRODATB	% 146	W D	Sprite 0 image data register B	
SPR1POS	% 148	W A D	Sprite 1 vert-horiz start position data	
SPR1CTL	% 14A	W A D	Sprite 1 vert stop position and control data	
SPR1DATA	% 14C	W D	Sprite 1 image data register A	
SPR1DBT	% 14E	W D	Sprite 1 image data register B	
SPR2POS	% 150	W A D	Sprite 2 vert-horiz start position data	
SPR2CTL	% 152	W A D	Sprite 2 vert stop position and control data	

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SPR2DATA	% 154	W D	Sprite 2 image data register A
SPR2DATB	% 156	W D	Sprite 2 image data register B
SPR3POS	% 158	W A D	Sprite 3 vert-horiz start position data
SPR3CTL	% 15A	W A D	Sprite 3 vert stop position and control data
SPR3DATA	% 15C	W D	Sprite 3 image data register A
SPR3DTAB	% 15E	W D	Sprite 3 image data register B
SPR4POS	% 160	W A D	Sprite 4 vert-horiz start position data
SPR4CTL	% 162	W A D	Sprite 4 vert stop position and control data
SPR4DATA	% 164	W D	Sprite 4 image data register A
SPR4DTAB	% 166	W D	Sprite 4 image data register B
SPR5POS	% 168	W A D	Sprite 5 vert-horiz start position data
SPR5CTL	% 16A	W A D	Sprite 5 vert stop position and control data
SPR5DATA	% 16C	W D	Sprite 5 image data register A
SPR5DTAB	% 16E	W D	Sprite 5 image data register B
SPR6POS	% 170	W A D	Sprite 6 vert-horiz start position data
SPR6CTL	% 172	W A D	Sprite 6 vert stop position and control data
SPR6DATA	% 174	W D	Sprite 6 image data register A
SPR6DTAB	% 176	W D	Sprite 6 image data register B
SPR7POS	% 178	W A D	Sprite 7 vert-horiz start position data
SPR7CTL	% 17A	W A D	Sprite 7 vert stop position and control data
SPR7DATA	% 17C	W D	Sprite 7 image data register A
SPR7DTAB	% 17E	W D	Sprite 7 image data register B
COLOR00	180	W D	Color table 00

COLOR31	1BE	W D	Color table 31
RESERVED	1110X		
RESERVED	1111X		
NO-OP(NULL)	1FE		

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Struct.doc by Kodiak
=====
AnimComp:
$0026 38 sizeof(AnimComp)
$0000 0 Flags
$0002 2 Timer
$0004 4 TimeSet
$0006 6 NextComp
$000a 10 PrevComp
$000e 14 NextSed
$0012 18 PrevSed
$0016 22 AnimCRoutine
$001a 26 YTrans
$001c 28 XTrans
$001e 30 HeadOb
$0022 34 AnimBob
AnimOb:
$002a 42 sizeof(AnimOb)
$0000 0 NextOb
$0004 4 PrevOb
$0008 8 Clock
$000c 12 AnOldY
$000e 14 AnOldX
$0010 16 AnY
$0012 18 AnX
$0014 20 YVel
$0016 22 XVel
$0018 24 YAccel
$001a 26 XAccel
$001c 28 RingYTrans
$001e 30 RingXTrans
$0020 32 AnimORoutine
$0024 36 HeadComp
$0028 40 AUserExt
AreaInfo:
$0018 24 sizeof(AreaInfo)
$0000 0 VctrTbl
$0004 4 VctrPtr
$0008 8 FlagTbl
$000c 12 FlagPtr
$0010 16 Count
$0012 18 MaxCount
$0014 20 FirstX
$0016 22 FirstY
AudChannel:
$0010 16 sizeof(AudChannel)
$0000 0 ac_ptr
$0004 4 ac_len
$0006 6 ac_per
$0008 8 ac_vol
$000a 10 ac_dat
$000c 12 ac_pad[0]
AvailFonts:
$000a 10 sizeof(AvailFonts)
$0000 0 af_Type
$0002 2 af_Attr
AvailFontsHeader:
$0002 2 sizeof(AvailFontsHeader)
$0000 0 afh_NumEntries
BitMap:
$0028 40 sizeof(BitMap)
$0000 0 BytesPerRow
$0002 2 Rows
$0004 4 Flags
$0005 5 Depth
$0006 6 pad
$0008 8 Planes[0]
Bob:

```

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```

$0000 32 sizeof(Bob)
$0000 0 Flags
$0002 2 SaveBuffer
$0006 6 ImageShadow
$000a 10 Before
$000e 14 After
$0012 18 BobVSprite
$0016 22 BobComp
$001a 26 DBuffer
$001e 30 BUUserExt
BoolInfo:
$000a 10 sizeof(BoolInfo)
$0000 0 Flags
$0002 2 Mask
$0006 6 Reserved
BootBlock:
$000c 12 sizeof(BootBlock)
$0000 0 bb_id[0]
$0004 4 bb_cksum
$0008 8 bb_dosblock
BootNode:
$0014 20 sizeof(BootNode)
$0000 0 bn_Node
$000e 14 bn_Flags
$0010 16 bn_DeviceNode
Border:
$0010 16 sizeof(Border)
$0000 0 LeftEdge
$0002 2 TopEdge
$0004 4 FrontPen
$0005 5 BackPen
$0006 6 DrawMode
$0007 7 Count
$0008 8 XY
$000c 12 NextBorder
CIA:
$0f02 3842 sizeof(CIA)
$0000 0 ciapra
$0001 1 pad0[0]
$0100 256 ciaprb
$0101 257 pad1[0]
$0200 512 ciaddr
$0201 513 pad2[0]
$0300 768 ciaddrb
$0301 769 pad3[0]
$0400 1024 ciatalo
$0401 1025 pad4[0]
$0500 1280 ciatahi
$0501 1281 pad5[0]
$0600 1536 ciatblo
$0601 1537 pad6[0]
$0700 1792 ciatbhi
$0701 1793 pad7[0]
$0800 2048 ciatodlow
$0801 2049 pad8[0]
$0900 2304 ciatodmid
$0901 2305 pad9[0]
$0a00 2560 ciatodhi
$0a01 2561 pad10[0]
$0b00 2816 unusedreg
$0b01 2817 pad11[0]
$0c00 3072 ciasdr
$0c01 3073 pad12[0]
$0d00 3328 ciaicr
$0d01 3329 pad13[0]
$0e00 3584 ciacra
$0e01 3585 pad14[0]
$0f00 3840 ciacrb
ClipRect:
$0024 36 sizeof(ClipRect)
$0000 0 Next
$0004 4 prev
$0008 8 lobs
$000c 12 BitMap
$0010 16 bounds
$0018 24 pl
$001c 28 p2
$0020 32 reserved
ClipboardUnitPartial:
$0012 18 sizeof(ClipboardUnitPartial)
$0000 0 cu_Node
$000e 14 cu_UnitNum
ColorMap:
$0008 8 sizeof(ColorMap)
$0000 0 Flags
$0001 1 Type
$0002 2 Count
$0004 4 ColorTable
CommandLineInterface:
$0040 64 sizeof(CommandLineInterface)
$0000 0 cli_Result2
$0004 4 cli_SetName
$0008 8 cli_CommandDir
$000c 12 cli_ReturnCode
$0010 16 cli_CommandName
$0014 20 cli_FailLevel
$0018 24 cli_Prompt
$001c 28 cli_StandardInput
$0020 32 cli_CurrentInput
$0024 36 cli_Commandfile
$0028 40 cli_Interactive
$0032 44 cli_Background
$0030 48 cli_CurrentOutput
$0034 52 cli_DefaultStack
$0038 56 cli_StandardOutput
$003c 60 cli_Module
ConUnit:
$0128 296 sizeof(ConUnit)
$0000 0 cu_MP
$0022 34 cu_Window
$0026 38 cu_XCP
$0028 40 cu_YCP
$002a 42 cu_XMax
$002c 44 cu_YMax
$002e 46 cu_XRSize
$0030 48 cu_YRSize
$0032 50 cu_XROrigin
$0034 52 cu_YROrigin
$0036 54 cu_XRExtant
$0038 56 cu_YRExtant
$003a 58 cu_XMinShrink
$003c 60 cu_YMinShrink
$003e 62 cu_XCCP
$0040 64 cu_YCCP
$0042 66 cu_KeyMapStruct
$0062 98 cu_TabStops[0]
$0102 258 cu_Mask
$0103 259 cu_FgPen
$0104 260 cu_BgPen
$0105 261 cu_AOLPen
$0106 262 cu_DrawMode
$0107 263 cu_AreaPtSz
$0108 264 cu_AreaPtn
$010c 268 cu_Minterms[0]
$0114 276 cu_Font
$0118 280 cu_AlgoStyle
$0119 281 cu_TxFlags
$011a 282 cu_TxHeight
ConfigDev:
$0044 68 sizeof(ConfigDev)
$0000 0 cd_Node
$000e 14 cd_Flags
$000f 15 cd_Pad
$0010 16 cd_Rom
$0020 32 cd_BoardAddr
$0024 36 cd_BoardSize
$0028 40 cd_SlotAddr
$0032 42 cd_SlotSize
$0030 48 cd_NextCD
$0034 52 cd_Unused[0]
CopIns:
$0006 6 sizeof(CopIns)
$0000 0 OpCode
$0002 2 u3
$0004 2 u3.nxtlist
$0002 2 u3.u4
$0002 2 u3.u4.ul
$0002 2 u3.u4.ul.VWaitPos
$0002 2 u3.u4.ul.DestAddr
$0004 4 u3.u4.u2
$0004 4 u3.u4.u2.HWaitPos
$0004 4 u3.u4.u2.DestData
CopList:
$0022 34 sizeof(CopList)
$0000 0 Next
$0004 4 _CopList
$0008 8 _ViewPort
$000c 12 CopIns
$0010 16 CopPtr
$0014 20 CopStart
$0018 24 CopSStart
$001c 28 Count
$001e 30 MaxCount
$0020 32 DyOffset
CurrentBinding:
$0010 16 sizeof(CurrentBinding)
$0000 0 cb_ConfigDev
$0004 4 cb_FileName
$0008 8 cb_ProductString
$000c 12 cb_ToolTypes
Custom:
$01c0 448 sizeof(Custom)
$0000 0 bltdat
$0002 2 dmaconr
$0004 4 vposr
$0006 6 vhposr
$0008 8 dskdatr
$000a 10 joydat
$000c 12 joydat
$000e 14 clxdat
$0010 16 adkconr
$0012 18 pot0dat
$0014 20 pot1dat
$0016 22 potinp
$0018 24 serdatr
$001a 26 dskbytr
$001c 28 intenar
$001e 30 intregr
$0020 32 dskpt
$0024 36 dsklen
$0026 38 dskdat

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\$0028	40	refptr	\$0146	326	spr[0].datab	
\$002a	42	vposw	\$0180	384	color[0]	
\$002c	44	vhposw	DBufPacket:			
\$002e	46	copcon	\$000c	12	sizeof(DBufPacket)	
\$0030	48	serdat	\$0000	0	BufY	
\$0032	50	serper	\$0002	2	BufX	
\$0034	52	potgo	\$0004	4	BufPath	
\$0036	54	joytest	\$0008	8	BufBuffer	
\$0038	56	strequ	DateStamp:			
\$003a	58	strvbl	\$000c	12	sizeof(DateStamp)	
\$003c	60	strhor	\$0000	0	ds_Days	
\$003e	62	strlong	\$0004	4	ds_Minute	
\$0040	64	bltcon0	\$0008	8	ds_Tick	
\$0042	66	bltcon1	DevInfo:			
\$0044	68	bltafwm	\$002c	44	sizeof(DevInfo)	
\$0046	70	bltalwm	\$0000	0	dvi_Next	
\$0048	72	bltcpt	\$0004	4	dvi_Type	
\$004c	76	bltpbt	\$0008	8	dvi_Task	
\$0050	80	bltapt	\$000c	12	dvi_Lock	
\$0054	84	bltdpt	\$0010	16	dvi_Handler	
\$0058	88	bltsize	\$0014	20	dvi_StackSize	
\$005a	90	pad2d[0]	\$0018	24	dvi_Priority	
\$0060	96	bltmod	\$001c	28	dvi_Startup	
\$0062	98	bltbmod	\$0020	32	dvi_SegList	
\$0064	100	bltamod	\$0024	36	dvi_GlobVec	
\$0066	102	bltdmod	\$0028	40	dvi_Name	
\$0068	104	pad34[0]	Device:			
\$0070	112	bltcdat	\$0022	34	sizeof(Device)	
\$0072	114	bltbdat	\$0000	0	dd_Library	
\$0074	116	bltadat	DeviceData:			
\$0076	118	pad3b[0]	\$0034	52	sizeof(DeviceData)	
\$007e	126	dsksync	\$0000	0	dd_Device	
\$0080	128	coplcl	\$0022	34	dd_Segment	
\$0084	132	cop2lc	\$0026	38	dd_ExecBase	
\$0088	136	copjmp1	\$002a	42	dd_CmdVectors	
\$008a	138	copjmp2	\$002e	46	dd_CmdBytes	
\$008c	140	copins	\$0032	50	dd_NumCommands	
\$008e	142	diwstrt	DeviceList:			
\$0090	144	diwstop	\$002c	44	sizeof(DeviceList)	
\$0092	146	ddfstrt	\$0000	0	dl_Next	
\$0094	148	ddfstop	\$0004	4	dl_Type	
\$0096	150	dmacon	\$0008	8	dl_Task	
\$0098	152	clxcon	\$000c	12	dl_Lock	
\$009a	154	intena	\$0010	16	dl_VolumeDate	
\$009c	156	intreq	\$001c	28	dl_LockList	
\$009e	158	adkcon	\$0020	32	dl_DiskType	
\$00a0	160	aud[0]	\$0024	36	dl_unused	
\$00a0	160	aud[0].ac_ptr	\$0028	40	dl_Name	
\$00a4	164	aud[0].ac_len	DeviceNode:			
\$00a6	166	aud[0].ac_per	\$002c	44	sizeof(DeviceNode)	
\$00a8	168	aud[0].ac_vol	\$0000	0	dn_Next	
\$00aa	170	aud[0].ac_dat	\$0004	4	dn_Type	
\$00ac	172	aud[0].ac_pad[0]	\$0008	8	dn_Task	
\$00e0	224	bplpt[0]	\$000c	12	dn_Lock	
\$00f8	248	pad7c[0]	\$0010	16	dn_Handler	
\$0100	256	bplcon0	\$0014	20	dn_StackSize	
\$0102	258	bplcon1	\$0018	24	dn_Priority	
\$0104	260	bplcon2	\$001c	28	dn_Startup	
\$0106	262	pad83	\$0020	32	dn_SegList	
\$0108	264	bplmod	\$0024	36	dn_GlobalVec	
\$010a	266	bpl2mod	\$0028	40	dn_Name	
\$010c	268	pad86[0]	DiagArea:			
\$0110	272	bpldat[0]	\$000e	14	sizeof(DiagArea)	
\$011c	284	pad8e[0]	\$0000	0	da_Config	
\$0120	288	sprpt[0]	\$0001	1	da_Flags	
\$0140	320	spr[0]	\$0002	2	da_Size	
\$0140	320	spr[0].pos	\$0004	4	da_DiagPoint	
\$0142	322	spr[0].ctl	\$0006	6	da_BootPoint	
\$0144	324	spr[0].dataa	\$0008	8	da_Name	

\$000a	10	da_Reserved01	\$0036	54	sizeof(DosLibrary)	
\$000c	12	da_Reserved02	\$0000	0	dl_lib	
DiscResource:				34	dl_Root	
\$0090	144	sizeof(DiscResource)	\$0022	38	dl_GV	
\$0000	0	dr_Library	\$002a	42	dl_A2	
\$0002	2	dr_Current	\$002e	46	dl_A5	
\$0004	4	dr_Flags	\$0032	50	dl_A6	
\$0027	39	dr_pad	DosList:			
\$0028	40	dr_SysLib	\$002c	44	sizeof(DosList)	
\$002c	44	dr_CiaResource	\$0000	0	dol_Next	
\$0030	48	dr_UnitID[0]	\$0004	4	dol_Type	
\$0040	64	dr_Waiting	\$0008	8	dol_Task	
\$004e	78	dr_DiscBlock	\$000c	12	dol_Lock	
\$0064	100	dr_DiscSync	\$0010	16	dol_mic	
\$007a	122	dr_Index	\$0010	16	dol_mic.dol_handler	
DiscResourceUnit:				16	dol_mic.dol_handler.dol_Ha	
\$0056	86	sizeof(DiscResourceUnit)	\$0014	20	dol_mic.dol_handler.dol_St	
\$0000	0	dru_Message	\$0018	24	dol_mic.dol_handler.dol_Pr	
\$0014	20	dru_DiscBlock	\$001c	28	dol_mic.dol_handler.dol_St	
\$002a	42	dru_DiscSync	\$0020	32	dol_mic.dol_handler.dol_Se	
\$0040	64	dru_Index	\$0024	36	dol_mic.dol_handler.dol_Gl	
DiskFontHeader:				16	dol_mic.dol_volume	
\$006a	106	sizeof(DiskFontHeader)	\$0010	16	dol_mic.dol_volume.dol_vo	
\$0000	0	dfh_DF	\$001c	28	dol_mic.dol_volume.dol_Loc	
\$000e	14	dfh_FileID	\$0020	32	dol_mic.dol_volume.dol_Dis	
\$0010	16	dfh_Revision	\$0028	40	dol_Name	
\$0012	18	dfh_Segment	DosPacket:			
\$0016	22	dfh_Name[0]	\$0030	48	sizeof(DosPacket)	
\$0036	54	dfh_TF	\$0000	0	dp_Link	
DiskObject:				4	dp_Port	
\$004e	78	sizeof(DiskObject)	\$0008	8	dp_Type	
\$0000	0	do_Magic	\$000c	12	dp_Resl	
\$0002	2	do_Version	\$0010	16	dp_Res2	
\$0004	4	do_Gadget	\$0014	20	dp_Arg1	
\$0030	48	do_Type	\$0018	24	dp_Arg2	
\$0032	50	do_DefaultTool	\$001c	28	dp_Arg3	
\$0036	54	do_ToolTypes	\$0020	32	dp_Arg4	
\$003a	58	do_CurrentX	\$0024	36	dp_Arg5	
\$003e	62	do_CurrentY	\$0028	40	dp_Arg6	
\$0042	66	do_DrawerData	\$002c	44	dp_Arg7	
DrawerData:				56	sizeof(DrawerData)	
\$0038	56	dd_NewWindow	\$0000	0	dd_CurrentX	
\$0030	48	dd_CurrentY	\$0034	52	dd_CurrentY	
ExecBase:				588	sizeof(ExecBase)	
\$024c	588	LibNode	\$0000	0	SoftVer	
\$0022	34	de_Surfaces	\$0024	36	LowMemChkSum	
\$0014	20	de_SectorPerBlock	\$0026	38	ChkBase	
\$0018	24	de_Reserved	\$002a	42	ColdCapture	
\$001c	28	de_PreAlloc	\$002e	46	CoolCapture	
\$0020	32	de_Interleave	\$0032	50	WarmCapture	
\$0024	36	de_LowCyl	\$0036	54	SysStkUpper	
\$0028	40	de_HighCyl	\$003a	58	SysStkLower	
\$002c	44	de_NumBuffers	\$003e	62	MaxLocMem	
\$0030	48	de_BufMemType	\$0042	66	DebugEntry	
\$0034	52	de_MaxTransfer	\$0046	70	DebugData	
\$0038	56	de_Mask	\$004a	74	AlertData	
\$003c	60	de_BootPri	\$004e	78	MaxExtMem	
\$0040	64	de_DosType	\$0052	82	ChkSum	
\$0014	20	sizeof(DosInfo)	\$0054	84	IntVects[0]	
\$0000	0	di_McName	\$0114	276	ThisTask	
\$0004	4	di_DevInfo	\$0118	280	IdleCount	
\$0008	8	di_Devices	\$011c	284	DispCount	
\$000c	12	di_Handlers	\$0120	288	Quantum	
\$0010	16	di_NetHand	\$0122	290	Elapsed	
\$0012	24	SysFlags	\$0124	292	SysFlags	
DosLibrary:						

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\$0126	294	IDNestCnt	\$0001	1	er_Product	
\$0127	295	TDNestCnt	\$0002	2	er_Flags	
\$0128	296	AttnFlags	\$0003	3	er_Reserved03	
\$012a	298	AttnResched	\$0004	4	er_Manufacturer	
\$012c	300	ResModules	\$0006	6	er_SerialNumber	
\$0130	304	TaskTrapCode	\$000a	10	er_InitDiagVec	
\$0134	308	TaskExceptCode	\$000c	12	er_Reserved0c	
\$0138	312	TaskExitCode	\$000d	13	er_Reserved0d	
\$013c	316	TaskSigAlloc	\$000e	14	er_Reserved0e	
\$0140	320	TaskTrapAlloc	\$000f	15	er_Reserved0f	
\$0142	322	MemList	FileHandle:			
\$0150	336	ResourceList	\$002c	44	sizeof(FileHandle)	
\$015e	350	DeviceList	\$0000	0	fh_Link	
\$016c	364	IntrList	\$0004	4	fh_Port	
\$017a	378	LibList	\$0008	8	fh_Type	
\$0188	392	PortList	\$000c	12	fh_Buf	
\$0196	406	TaskReady	\$0010	16	fh_Pos	
\$01a4	420	TaskWait	\$0014	20	fh_End	
\$01b2	434	SoftInts[0]	\$0018	24	fh_Funcs	
\$0202	514	LastAlert[0]	\$001c	28	fh_Func2	
\$0212	530	VBlankFrequency	\$0020	32	fh_Func3	
\$0213	531	PowerSupplyFrequency	\$0024	36	fh_Args	
\$0214	532	SemaphoreList	\$0028	40	fh_Arg2	
\$0222	546	KickMemPtr	FileInfoBlock:			
\$0226	550	KickTagPtr	\$0104	260	sizeof(FileInfoBlock)	
\$022a	554	KickCheckSum	\$0000	0	fib_DiskKey	
\$022e	558	ExecBaseReserved[0]	\$0004	4	fib_DirEntryType	
\$0238	568	ExecBaseNewReserved[0]	\$0008	8	fib_FileName[0]	
ExpansionBase:			\$0074	116	fib_Protection	
\$01c8	456	sizeof(ExpansionBase)	\$0078	120	fib_EntryType	
\$0000	0	LibNode	\$007c	124	fib_Size	
\$0022	34	Flags	\$0080	128	fib_NumBlocks	
\$0023	35	pad	\$0084	132	fib_Date	
\$0024	36	ExecBase	\$0090	144	fib_Comment[0]	
\$0028	40	SegList	\$00e0	224	fib_Reserved[0]	
\$002c	44	CurrentBinding	FileLock:			
\$003c	60	BoardList	\$0014	20	sizeof(FileLock)	
\$004a	74	MountList	\$0000	0	fl_Link	
\$0058	88	AllocTable[0]	\$0004	4	fl_Key	
\$0158	344	BindSemaphore	\$0008	8	fl_Access	
\$0186	390	Int2List	\$000c	12	fl_Task	
\$019c	412	Int6List	\$0010	16	fl_Volume	
\$01b2	434	Int7List	FileSysStartupMsg:			
ExpansionControl:			\$0010	16	sizeof(FileSysStartupMsg)	
\$0010	16	sizeof(ExpansionControl)	\$0000	0	fssm_Unit	
\$0000	0	ec_Interrupt	\$0004	4	fssm_Device	
\$0001	1	ec_Reserved11	\$0008	8	fssm_Environ	
\$0002	2	ec_BaseAddress	\$000c	12	fssm_Flags	
\$0003	3	ec_Shutup	FontContents:			
\$0004	4	ec_Reserved14	\$0104	260	sizeof(FontContents)	
\$0005	5	ec_Reserve15	\$0000	0	fc_FileName[0]	
\$0006	6	ec_Reserve16	\$0100	256	fc_YSize	
\$0007	7	ec_Reserve17	\$0102	258	fc_Style	
\$0008	8	ec_Reserve18	\$0103	259	fc_Flags	
\$0009	9	ec_Reserve19	FontContentsHeader:			
\$000a	10	ec_Reserve1a	\$0004	4	sizeof(FontContentsHeader)	
\$000b	11	ec_Reserve1b	\$0000	0	fch_FileID	
\$000c	12	ec_Reserve1c	\$0002	2	fch_NumEntries	
\$000d	13	ec_Reserve1d	FreeList:			
\$000e	14	ec_Reserve1e	\$0010	16	sizeof(FreeList)	
\$000f	15	ec_Reserve1f	\$0000	0	fl_NumFree	
ExpansionInt:			\$0002	2	fl_MemList	
\$0006	6	sizeof(ExpansionInt)	Gadget:			
\$0000	0	IntMask	\$002c	44	sizeof(Gadget)	
\$0002	2	ArrayMax	\$0000	0	NextGadget	
\$0004	4	ArraySize	\$0004	4	LeftEdge	
ExpansionRom:			\$0006	6	TopEdge	
\$0010	16	sizeof(ExpansionRom)	\$0008	8	Width	
\$0000	0	er_Type	\$000a	10	Height	

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\$0001	1	er_Product	\$000c	12	Flags	
\$0127	295	TDNestCnt	\$0002	2	er_Flags	
\$0128	296	AttnFlags	\$0003	3	er_Reserved03	
\$012a	298	AttnResched	\$0004	4	er_Manufacturer	
\$012c	300	ResModules	\$0006	6	er_SerialNumber	
\$0130	304	TaskTrapCode	\$000a	10	er_InitDiagVec	
\$0134	308	TaskExceptCode	\$000c	12	er_Reserved0c	
\$0138	312	TaskExitCode	\$000d	13	er_Reserved0d	
\$013c	316	TaskSigAlloc	\$000e	14	er_Reserved0e	
\$0140	320	TaskTrapAlloc	\$000f	15	er_Reserved0f	
\$0142	322	MemList	FileHandle:			
\$0150	336	ResourceList	\$002c	44	sizeof(FileHandle)	
\$015e	350	DeviceList	\$0000	0	fh_Link	
\$016c	364	IntrList	\$0004	4	fh_Port	
\$017a	378	LibList	\$0008	8	fh_Type	
\$0188	392	PortList	\$000c	12	fh_Buf	
\$0196	406	TaskReady	\$0010	16	fh_Pos	
\$01a4	420	TaskWait	\$0014	20	fh_End	
\$01b2	434	SoftInts[0]	\$0018	24	fh_Funcs	
\$0202	514	LastAlert[0]	\$001c	28	fh_Func2	
\$0212	530	VBlankFrequency	\$0020	32	fh_Func3	
\$0213	531	PowerSupplyFrequency	\$0024	36	fh_Args	
\$0214	532	SemaphoreList	\$0028	40	fh_Arg2	
\$0222	546	KickMemPtr	FileInfoBlock:			
\$0226	550	KickTagPtr	\$0104	260	sizeof(FileInfoBlock)	
\$022a	554	KickCheckSum	\$0000	0	fib_DiskKey	
\$022e	558	ExecBaseReserved[0]	\$0004	4	fib_DirEntryType	
\$0238	568	ExecBaseNewReserved[0]	\$0008	8	fib_FileName[0]	
ExpansionBase:			\$0074	116	fib_Protection	
\$01c8	456	sizeof(ExpansionBase)	\$0078	120	fib_EntryType	
\$0000	0	LibNode	\$007c	124	fib_Size	
\$0022	34	Flags	\$0080	128	fib_NumBlocks	
\$0023	35	pad	\$0084	132	fib_Date	
\$0024	36	ExecBase	\$0090	144	fib_Comment[0]	
\$0028	40	SegList	\$00e0	224	fib_Reserved[0]	
\$002c	44	CurrentBinding	FileLock:			
\$003c	60	BoardList	\$0014	20	sizeof(FileLock)	
\$004a	74	MountList	\$0000	0	fl_Link	
\$0058	88	AllocTable[0]	\$0004	4	fl_Key	
\$0158	344	BindSemaphore	\$0008	8	fl_Access	
\$0186	390	Int2List	\$000c	12	fl_Task	
\$019c	412	Int6List	\$0010	16	fl_Volume	
\$01b2	434	Int7List	FileSysStartupMsg:			
ExpansionControl:			\$0010	16	sizeof(FileSysStartupMsg)	
\$0010	16	sizeof(ExpansionControl)	\$0000	0	fssm_Unit	
\$0000	0	ec_Interrupt	\$0004	4	fssm_Device	
\$0001	1	ec_Reserve11	\$0008	8	fssm_Environ	
\$0002	2	ec_BaseAddress	\$000c	12	fssm_Flags	
\$0003	3	ec_Shutup	FontContents:			
\$0004	4	ec_Reserved14	\$0104	260	sizeof(FontContents)	
\$0005	5	ec_Reserve15	\$0000	0	fc_FileName[0]	
\$0006	6	ec_Reserve16	\$0100	256	fc_YSize	
\$0007	7	ec_Reserve17	\$0102	258	fc_Style	
\$0008	8	ec_Reserve18	\$0103	259	fc_Flags	
\$0009	9	ec_Reserve19	FontContentsHeader:			
\$000a	10	ec_Reserve1a	\$0004	4	sizeof(FontContentsHeader)	
\$000b	11	ec_Reserve1b	\$0000	0	fch_FileID	
\$000c	12	ec_Reserve1c	\$0002	2	fch_NumEntries	
\$000d	13	ec_Reserve1d	FreeList:			
\$000e	14	ec_Reserve1e	\$0010	16	sizeof(FreeList)	
\$000f	15	ec_Reserve1f	\$0000	0	fl_NumFree	
ExpansionInt:			\$0002	2	fl_MemList	
\$0006	6	sizeof(ExpansionInt)	Gadget:			
\$0000	0	IntMask	\$002c	44	sizeof(Gadget)	
\$0002	2	ArrayMax	\$0000	0	NextGadget	
\$0004	4	ArraySize	\$0004	4	LeftEdge	
ExpansionRom:			\$0006	6	TopEdge	
\$0010	16	sizeof(ExpansionRom)	\$0008	8	Width	
\$0000	0	er_Type	\$000a	10	Height	
\$0001	1	er_Product	\$000c	12	Flags	
\$0002	2	er_Flags	\$000e	14	Activation	
\$0003	3	er_Reserved03	\$0010	16	GadgetType	
\$0004	4	er_Manufacturer	\$0012	18	GadgetRender	
\$0005	6	er_SerialNumber	\$0016	22	SelectRender	
\$0006	10	er_InitDiagVec	\$001a	26	GadgetText	
\$0007	12	er_Reserved0c	\$001e	30	MutualExclude	
\$0008	13	er_Reserved0d	\$0022	34	SpecialInfo	
\$0009	14	er_Reserved0e	\$0026	38	GadgetID	
\$000a	15	er_Reserved0f	\$0028	40	UserData	
GamePortTrigger:			\$0008	8	sizeof(GamePortTrigger)	
\$0000	0	gpt_Keys	\$0000	0	gpt_Timeout	
\$0002	2	gpt_Port	\$0004	4	gpt_XDelta	
\$0003	6	gpt_Type	\$0006	6	gpt_YDelta	
GelsInfo:			\$0001	14	lastColor	
\$0002	18	gelsInfo	\$0012	18	collHandler	
\$0003	22	gelsInfo	\$0016	22	leftmost	
\$0004	24	gelsInfo	\$0018	24	rightmost	
\$0005	26	gelsInfo	\$001a	26	topmost	
\$0006	28	gelsInfo	\$001c	28	bottommost	
GfxBase:			\$0148	328	sizeof(GfxBase)	
\$0000	0	GfxBase	\$0000	0	LibNode	
\$0001	1	GfxBase	\$0004	4	ActivView	
\$0002	2	GfxBase	\$0006	6	copinit	
\$0003	4	GfxBase	\$0008	8	bltbd	
\$0004	12	GfxBase	\$0014	12	cia	
\$0005	16	GfxBase	\$0016	16	blitter	
\$0006	20	GfxBase	\$0032	50	LOFlist	
\$0007	24	GfxBase	\$0036	54	SHFlist	
\$0008	28	GfxBase	\$003a	58	blthd	
\$0009	32	GfxBase	\$003e	62	blltlhd	
\$0010	36	GfxBase	\$0042	66	bsbtltd	
\$0011	40	GfxBase	\$0046	70	bsbtl	
\$0012	44	GfxBase	\$004a	74	vbsrv	
\$0013	48	GfxBase	\$0060	96	timsrv	
\$0014	52	GfxBase	\$0076	118	bltsrv	
\$0015	56	GfxBase	\$008c	140	TextFonts	
\$0016	60	GfxBase	\$009a	154	DefaultFont	
\$0017	64	GfxBase	\$009e	158	Modes	
\$0018	68	GfxBase	\$00a0	160	VBlank	
\$0019	72	GfxBase	\$00a1	161	Debug	
\$0020	76	GfxBase	\$00a2	162	BeamSync	
\$0021	80	GfxBase	\$00a4	164	system_bplcon0	
\$0022	84	GfxBase	\$00a6	166	SpriteReserved	
\$0023	88	GfxBase	\$00a7	167	bytereserved	
\$0024	92	GfxBase	\$00a8	168	Flags	
\$0025	96	GfxBase	\$00aa	170	BlitLock	
\$0026	100	GfxBase	\$00ac	172	BlitNest	
\$0027	104	GfxBase	\$00ae	174	BlitWaitQ	
\$0028	108	GfxBase	\$00bc	188	BlitOwner	
\$0029	112	GfxBase	\$00c0	192	TOF_WaitQ	
\$0030	116	GfxBase	\$00ce	206	DisplayFlags	
\$0031	120	GfxBase	\$00d0	208	SimpleSprites	
\$0032	124	GfxBase	\$00d4	212	MaxDisplayRow	
\$0033	128	GfxBase	\$00d6	214	MaxDisplayColumn	
\$0034	132	GfxBase	\$00d8	216	NormalDisplayRows	
\$0035	136	GfxBase	\$00da	218	NormalDisplayColumns	
\$0036	140	GfxBase	\$00dc	220	NormalDPMX	
IOAudio:			\$0022	34	io_Data	
\$0023	38	IOAudio	\$0026	38	io_Length	
\$0024	42	IOAudio	\$002a	42	io_Period	
\$0025	44	IOAudio	\$002c	44	io_Volume	
\$0026	46	IOAudio	\$002e	46	io_Cycles	
\$0027	48	IOAudio	\$0030	48	io_WriteMsg	
IOClipReq:			\$0034	52	sizeof(IOClipReq)	
\$0035	56	IOClipReq	\$003e	62	io_Message	
\$0036	58	IOClipReq	\$0040	62	io_Device	
\$0037	60	IOClipReq	\$0044	62	io_Command</td	

\$0038	56	sizeof(IOExtTD)	\$0000	0	ie_NextEvent
\$0000	0	iotd_Req	\$0004	4	ie_Class
\$0030	48	iotd_Count	\$0005	5	ie_SubClass
\$0034	52	iotd_SecLabel	\$0006	6	ie_Code
IOPArray:			\$0008	8	ie_Qualifier
\$0008	8	sizeof(IOPArray)	\$000a	10	ie_position
\$0000	0	PTermArray0	\$000a	10	ie_position.ie_xy
\$0004	4	PTermArray1	\$000a	10	ie_position.ie_xy.ie_x
IOPrtCmdReq:			\$000c	12	ie_position.ie_xy.ie_y
\$0026	38	sizeof(IOPrtCmdReq)	\$000a	10	ie_position.ie_addr
\$0000	0	io_Message	\$000e	14	ie_TimeStamp
\$0014	20	io_Device	IntVector:		
\$0018	24	io_Unit	\$000c	12	sizeof(IntVector)
\$001c	28	io_Command	\$0000	0	iv_Data
\$001e	30	io_Flags	\$0004	4	iv_Code
\$001f	31	io_Error	\$0008	8	iv_Node
\$0020	32	io_PrtCommand	Interrupt:		
\$0022	34	io_Parm0	\$0016	22	sizeof(Interrupt)
\$0023	35	io_Parm1	\$0000	0	is_Node
\$0024	36	io_Parm2	\$000e	14	is_Data
\$0025	37	io_Parm3	\$0012	18	is_Code
IORequest:			IntuiMessage:		
\$0020	32	sizeof(IORequest)	\$0034	52	sizeof(IntuiMessage)
\$0000	0	io_Message	\$0000	0	ExecMessage
\$0014	20	io_Device	\$0014	20	Class
\$0018	24	io_Unit	\$0018	24	Code
\$001c	28	io_Command	\$001a	26	Qualifier
\$001e	30	io_Flags	\$001c	28	IAddress
\$001f	31	io_Error	\$0020	32	MouseX
IOSStdReq:			\$0022	34	MouseY
\$0030	48	sizeof(IOSStdReq)	\$0024	36	Seconds
\$0000	0	io_Message	\$0028	40	Micros
\$0014	20	io_Device	\$002c	44	IDCMPWindow
\$0018	24	io_Unit	\$0030	48	SpecialLink
\$001c	28	io_Command	IntuiText:		
\$001e	30	io_Flags	\$0014	20	sizeof(IntuiText)
\$001f	31	io_Error	\$0000	0	FrontPen
\$0020	32	io_Actual	\$0001	1	BackPen
\$0024	36	io_Length	\$0002	2	DrawMode
\$0028	40	io_Data	\$0004	4	LeftEdge
\$002c	44	io_Offset	\$0006	6	TopEdge
IOTArray:			\$0008	8	ITextFont
\$0008	8	sizeof(IOTArray)	\$000c	12	IText
\$0000	0	TermArray0	\$0010	16	NextText
\$0004	4	TermArray1	IntuitionBase:		
Image:			\$0050	80	sizeof(IntuitionBase)
\$0014	20	sizeof(Image)	\$0000	0	LibNode
\$0000	0	LeftEdge	\$0022	34	ViewLord
\$0002	2	TopEdge	\$0034	52	ActiveWindow
\$0004	4	Width	\$0038	56	ActiveScreen
\$0006	6	Height	\$003c	60	FirstScreen
\$0008	8	Depth	\$0040	64	Flags
\$000a	10	ImageData	\$0044	68	MouseY
\$000e	14	PlanePick	\$0046	70	MouseX
\$000f	15	PlaneOnOff	\$0048	72	Seconds
\$0010	16	NextImage	\$004c	76	Micros
InfoData:			Isrvstr:		
\$0024	36	sizeof(InfoData)	\$001e	30	sizeof(Isrvstr)
\$0000	0	id_NumSoftErrors	\$0000	0	is_Node
\$0004	4	id_UnitNumber	\$000e	14	Iptr
\$0008	8	id_DiskState	\$0012	18	code
\$000c	12	id_NumBlocks	\$0016	22	ccode
\$0010	16	id_NumBlocksUsed	\$001a	26	Carg
\$0014	20	id_BytesPerBlock	KeyMap:		
\$0018	24	id_DiskType	\$0020	32	sizeof(KeyMap)
\$001c	28	id_VolumeNode	\$0000	0	km_LoKeyMapTypes
\$0020	32	id_InUse	\$0004	4	km_LoKeyMap
InputEvent:			\$0008	8	km_LoCapsable
\$0016	22	sizeof(InputEvent)	\$000c	12	km_LoRepeatable

\$0010	16	km_HiKeyMapTypes	\$0004	4	lh_Tail
\$0014	20	km_HiKeyMap	\$0008	8	lh_TailPred
\$0030	5	km_HiCapsable	\$000c	12	lh_Type
\$0034	6	km_HiRepeatable	\$000d	13	l_pad
KeyMapNode:			MathIEEEBase:		
\$002e	46	sizeof(KeyMapNode)	\$003c	60	sizeof(MathIEEEBase)
\$0000	0	kn_Node	\$0000	0	MathIEEEBase_LibNode
\$000e	14	kn_KeyMap	\$0022	34	MathIEEEBase_Flags
\$001c	28	sizeof(KeyMapResource)	\$0023	35	MathIEEEBase_reserved1
\$0000	0	kr_Node	\$0024	36	MathIEEEBase_68881
\$000e	14	kr_List	\$0028	40	MathIEEEBase_SysLib
KeyMapResource:			\$002c	44	MathIEEEBase_SeqList
\$001c	28	sizeof(KeyMapResource)	\$0030	48	MathIEEEBase_Resource
\$0000	0	kr_Node	\$0034	52	MathIEEEBase_TaskOpenLib
\$000e	14	kr_List	\$0038	56	MathIEEEBase_TaskCloseLib
Layer:			MathIEEEResource:		
\$00a0	160	sizeof(Layer)	\$002c	44	sizeof(MathIEEEResource)
\$0000	0	front	\$0000	0	MathIEEEResource_Node
\$0004	4	back	\$000e	14	MathIEEEResource_Flags
\$0008	8	ClipRect	\$0010	16	MathIEEEResource_BaseAddr
\$000c	12	rp	\$0014	20	MathIEEEResource_DblBasInit
\$0010	16	bounds	\$0018	24	MathIEEEResource_DblTransIn
\$0018	24	reserved[0]	\$001c	28	MathIEEEResource_SglTransIn
\$001c	28	priority	\$0020	32	MathIEEEResource_SglTransIn
\$0001	30	Flags	\$0024	36	MathIEEEResource_ExtBasInit
\$0020	32	SuperBitMap	\$0028	40	MathIEEEResource_ExtTransIn
\$0024	36	SuperClipRect	MemChunk:		
\$0028	40	Window	\$0008	8	sizeof(MemChunk)
\$002c	44	Scroll_X	\$0000	0	mc_Next
\$0030	48	cr	\$0004	4	mc_Bytes
\$0034	52	cr2	MemEntry:		
\$0038	56	crnew	\$0008	8	sizeof(MemEntry)
\$003c	60	SuperSaveClipRects	\$0000	0	me_Un
\$0040	64	cliprects	\$0000	0	me_Un.me_Reqs
\$0044	68	LayerInfo	\$0000	0	me_Un.me_Addr
\$0048	72	Lock	\$0004	4	me_Length
\$0076	118	reserved3[0]	MemHeader:		
\$007e	126	ClipRegion	\$0020	32	sizeof(MemHeader)
\$0082	130	saveClipRects	\$0000	0	mh_Node
\$0086	134	reserved2[0]	\$000e	14	mh_Attributes
\$009c	156	DamageList	\$0010	16	mh_First
\$0066	102	sizeof(Layer_Info)	\$0014	20	mh_Lower
\$0000	0	top_layer	\$0018	24	mh_Upper
\$0004	4	check_lp	\$001c	28	mh_Free
\$0008	8	obs	MemList:		
\$000c	12	FreeClipRects	\$0018	24	sizeof(MemList)
\$0018	24	Lock	\$0000	0	ml_Node
\$0046	70	gs_Head	\$000e	14	ml_NumEntries
\$0054	84	longreserved	\$0010	16	ml_ME[0]
\$0058	88	Flags	Menu:		
\$005a	90	fatten_count	\$001e	30	sizeof(Menu)
\$005b	91	LockLayersCount	\$0000	0	NextMenu
\$005c	92	LayerInfo_extra_size	\$0004	4	LeftEdge
\$005e	94	bitbuff	\$0006	6	TopEdge
\$0062	98	LayerInfo_extra	\$0008	8	Width
\$0022	34	sizeof(Library)	\$000a	10	Height
\$0000	0	lib_Node	\$000c	12	Flags
\$000e	14	lib_Flags	\$000e	14	MenuName
\$000f	15	lib_pad	\$0012	18	FirstItem
\$0010	16	lib_NegSize	\$0016	22	JazzX
\$0012	18	lib_PosSize	\$0018	24	JazzY
\$0014	20	lib_Version	\$001a	26	BeatX
\$0016	22	lib_Revision	\$001c	28	BeatY
\$0018	24	lib_IdString	MenuItem:		
\$001c	28	lib_Sum	\$0022	34	sizeof(MenuItem)
\$0020	32	lib_OpenCnt	\$0000	0	NextItem
\$000e	14	sizeof(List)	\$0004	4	LeftEdge
\$0000	0	lh_Head	\$0006	6	TopEdge
			\$0008	8	Width

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\$000a	10	Height	\$000e	14	sizeof(Node)	
\$000c	12	Flags	\$0000	0	ln_Succ	
\$000e	14	MutualExclude	\$0004	4	ln_Pred	
\$0012	18	ItemFill	\$0008	8	ln_Type	
\$0016	22	SelectFill	\$0009	9	ln_Pri	
\$001a	26	Command	\$000a	10	ln_Name	
\$001c	28	SubItem	Preferences:			
\$0020	32	NextSelect	\$0008	232	sizeof(Preferences)	
Message:			\$0000	0	FontHeight	
\$0014	20	sizeof(Message)	\$0001	1	PrinterPort	
\$0000	0	mn_Node	\$0002	2	BaudRate	
\$000e	14	mn_ReplyPort	\$0004	4	KeyRptSpeed	
\$0012	18	mn_Length	\$000c	12	KeyRptDelay	
MinList:			\$0014	20	DoubleClick	
\$000c	12	sizeof(MinList)	\$001c	28	PointerMatrix[0]	
\$0000	0	mlh_Head	\$0064	100	XOffset	
\$0004	4	mlh_Tail	\$0065	101	YOffset	
\$0008	8	mlh_TailPred	\$0066	102	color17	
MinNode:			\$0068	104	color18	
\$0008	8	sizeof(MinNode)	\$006a	106	color19	
\$0000	0	mln_Succ	\$006c	108	PointerTicks	
\$0004	4	mln_Pred	\$006e	110	color0	
MiscResource:			\$0070	112	color1	
\$0032	50	sizeof(MiscResource)	\$0072	114	color2	
\$0000	0	mr_Library	\$0074	116	color3	
\$0022	34	mr_AllocArray[0]	\$0076	118	ViewXOffset	
MsgPort:			\$0077	119	ViewYOffset	
\$0022	34	sizeof(MsgPort)	\$0078	120	ViewInitX	
\$0000	0	mp_Node	\$007a	122	ViewInitY	
\$000e	14	mp_Flags	\$007c	124	EnableCLI	
\$000f	15	mp_SigBit	\$007e	126	PrinterType	
\$0010	16	mp_SigTask	\$0080	128	PrinterFilename[0]	
\$0014	20	mp_MsgList	\$009e	158	PrintPitch	
NewScreen:			\$00a0	160	PrintQuality	
\$0020	32	sizeof(NewScreen)	\$00a2	162	PrintSpacing	
\$0000	0	LeftEdge	\$00a4	164	PrintLeftMargin	
\$0002	2	TopEdge	\$00a6	166	PrintRightMargin	
\$0004	4	Width	\$00a8	168	PrintImage	
\$0006	6	Height	\$00aa	170	PrintAspect	
\$0008	8	Depth	\$00ac	172	PrintShade	
\$000a	10	DetailPen	\$00ae	174	PrintThreshold	
\$000b	11	BlockPen	\$00b0	176	PaperSize	
\$000c	12	ViewModes	\$00b2	178	PaperLength	
\$000e	14	Type	\$00b4	180	PaperType	
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\$0014	20	DefaultTitle	\$00b7	183	SerStopBuf	
\$0018	24	Gadgets	\$00b8	184	SerParShk	
\$001c	28	CustomBitMap	\$00b9	185	LaceWB	
NewWindow:			\$00ba	186	WorkName[0]	
\$0030	48	sizeof(NewWindow)	\$00d8	216	RowSizeChange	
\$0000	0	LeftEdge	\$00d9	217	ColumnSizeChange	
\$0002	2	TopEdge	\$00da	218	PrintFlags	
\$0004	4	Width	\$00dc	220	PrintMaxWidth	
\$0006	6	Height	\$00de	222	PrintMaxHeight	
\$0008	8	DetailPen	\$00e0	224	PrintDensity	
\$0009	9	BlockPen	\$00e1	225	PrintXOffset	
\$000a	10	IDCMPFlags	\$00e2	226	wb_Width	
\$000e	14	Flags	\$00e4	228	wb_Height	
\$0012	18	FirstGadget	\$00e6	230	wb_Depth	
\$0016	22	CheckMark	\$00e7	231	ext_size	
\$001a	26	Title	PrinterData:			
\$001e	30	Screen	\$0aa2	2722	sizeof(PrinterData)	
\$0022	34	BitMap	\$0000	0	pd_Device	
\$0026	38	MinWidth	\$0034	52	pd_Unit	
\$0028	40	MinHeight	\$0056	86	pd_PrinterSegment	
\$002a	42	MaxWidth	\$005a	90	pd_PrinterType	
\$002c	44	MaxHeight	\$005c	92	pd_SegmentData	
\$002e	46	Type	\$0060	96	pd_PrintBuf	
Node:			\$0064	100	pd_PWrite	

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\$0068	104	pd_PBothReady	\$0004	4	VertPot
\$006c	108	pd_ior0	\$0006	6	HorizBody
\$006c	108	pd_ior0.pd_p0	\$0008	8	VertBody
\$006c	108	pd_ior0.pd_s0	\$000a	10	CWidth
\$00be	190	pd_ior1	\$000c	12	CHeight
\$00be	190	pd_ior1.pd_pl	\$000e	14	HPotRes
\$00be	190	pd_ior1.pd_sl	\$0010	16	VPotRes
\$0110	272	pd_TIOR	\$0012	18	LeftBorder
\$0138	312	pd_IORPort	\$0014	20	TopBorder
\$015a	346	pd_TC	PrtInfo:		
\$01b6	438	pd_Stk[0]	\$0072	114	sizeof(PrtInfo)
\$09b6	2486	pd_Flags	\$0000	0	pi_render
\$09b7	2487	pd_pad	\$0004	4	pi_rp
\$09b8	2488	pd_Preferences	\$0008	8	pi_temprp
\$0aa0	2720	pd_PWaitEnabled	\$000c	12	pi_RowBuf
PrinterExtendedData:			\$0010	16	pi_HamBuf
\$0042	66	sizeof(PrinterExtendedData)	\$0014	20	pi_ColorMap
\$0000	0	ped_PrinterName	\$0018	24	pi_ColorInt
\$0004	4	ped_Init	\$001c	28	pi_HamInt
\$0008	8	ped_Expuge	\$0020	32	pi_Dest1Int
\$000c	12	ped_Open	\$0024	36	pi_Dest2Int
\$0010	16	ped_Close	\$0028	40	pi_ScaleX
\$0014	20	ped_PrinterClass	\$002c	44	pi_ScaleXAlt
\$0015	21	ped_ColorClass	\$0030	48	pi_dmatrix
\$0016	22	ped_MaxColumns	\$0034	52	pi_TopBuf
\$0017	23	ped_NumCharSets	\$0038	56	pi_BotBuf
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\$001e	30	ped_MaxYDots	\$0040	64	pi_ColorMapSize
\$0022	34	ped_XDotsInch	\$0042	66	pi_ColorIntSize
\$0024	36	ped_YDotsInch	\$0044	68	pi_HamIntSize
\$0026	38	ped_Commands	\$0046	70	pi_Dest1IntSize
\$002a	42	ped_DoSpecial	\$0048	72	pi_Dest2IntSize
\$002e	46	ped_Render	\$004a	74	pi_ScaleXSize
\$0032	50	ped_TimeoutSecs	\$004c	76	pi_ScaleXAltSize
\$0036	54	ped_8BitChars	\$004e	78	pi_PrefsFlags
\$003a	58	ped_PrintMode	\$0050	80	pi_special
\$003e	62	ped_ConvFunc	\$0054	84	pi_xstart
PrinterSegment:			\$0056	86	pi_ystart
\$004e	78	sizeof(PrinterSegment)	\$0058	88	pi_width
\$0000	0	ps_NextSegment	\$005a	90	pi_height
\$0004	4	ps_runAlert	\$005c	92	pi_pc
\$0008	8	ps_Version	\$0060	96	pi_pr
\$000a	10	ps_Revision	\$0064	100	pi_ymult
\$000c	12	ps_PED	\$0066	102	pi_ymod
Process:			\$0068	104	pi_ety
\$00bc	188	sizeof(Process)	\$006a	106	pi_xpos
\$0000	0	pr_Task	\$006c	108	pi_threshold
\$005c	92	pr_MsgPort	\$006e	110	pi_tempwidth
\$007e	126	pr_Pad	\$0070	112	pi_flags
			RasInfo:		
\$0080	128	pr_SegList	\$000c	12	sizeof(RasInfo)
\$0084	132	pr_StackSize	\$0000	0	Next
\$0088	136	pr_GlobVec	\$0004	4	BitMap
\$008c	140	pr_TaskNum	\$0008	8	RxOffset
\$0090	144	pr_StackBase	\$000a	10	RyOffset
\$0094	148	pr_Result2			
\$0098	152	pr_CurrentDir	RastPort:		
\$009c	156	pr_CIS	\$0064	100	sizeof(RastPort)
\$00a0	160	pr_COS	\$0000	0	Layer
\$00a4	164	pr_ConsoleTask	\$0004	4	BitMap
\$00a8	168	pr_FileSystemTask	\$0008	8	AreaPtrn
\$00ac	172	pr_CLI	\$000c	12	TmpRas
\$00b0	176	pr_ReturnAddr	\$0010	16	AreaInfo
\$00b4	180	pr_PktWait	\$0014	20	GelsInfo
\$00b8	184	pr_WindowPtr	\$0018	24	Mask
PropInfo:			\$0019	25	FgPen
\$0016	22	sizeof(PropInfo)	\$001a	26	BgPen
\$0000	0	Flags	\$001b	27	AoLPen
\$0002	2	HorizPot	\$001c	28	DrawMode

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\$001d	29	AreaPtSz	\$000e	14	rt_Name	
\$001e	30	linpatcnt	\$0012	18	rt_IdString	
\$001f	31	dummy	\$0016	22	rt_Init	
\$0020	32	Flags	RomBootBase:			
\$0022	34	LinePtrn	\$0044	68	sizeof(RomBootBase)	
\$0024	36	cp_x	\$0000	0	LibNode	
\$0026	38	cp_y	\$0022	34	ExecBase	
\$0028	40	mintems[0]	\$0026	38	BootList	
\$0030	48	PenWidth	\$0034	52	Reserved[0]	
\$0032	50	PenHeight	RootNode:			
\$0034	52	Font	\$0020	32	sizeof(RootNode)	
\$0038	56	AlgStyle	\$0000	0	rn_TaskArray	
\$0039	57	TxFlags	\$0004	4	rn_ConsoleSegment	
\$003a	58	TxHeight	\$0008	8	rn_Time	
\$003c	60	TxWidth	\$0014	20	rn_RestartSeg	
\$003e	62	TxBaseline	\$0018	24	rn_Info	
\$0040	64	TxSpacing	\$001c	28	rn_FileHandlerSegment	
\$0042	66	RP_User	SatisfyMsg:			
\$0046	70	longreserved[0]	\$001a	26	sizeof(SatisfyMsg)	
\$004e	78	wordreserved[0]	\$0000	0	sm_Msg	
\$005c	92	reserved[0]	\$0014	20	sm_Unit	
Rectangle:						\$0016
	8	sizeof(Rectangle)		22	sm_ClipID	
	0	MinX	\$015a	346	Screen:	
	2	MinY	\$0000	0	NextScreen	
	4	MaxX	\$0004	4	FirstWindow	
	6	MaxY	\$0008	8	LeftEdge	
Region:						\$000a
	12	sizeof(Region)		10	TopEdge	
	0	bounds	\$000c	12	Width	
	8	RegionRectangle	\$000e	14	Height	
RegionRectangle:						\$0010
	16	sizeof(RegionRectangle)		16	MouseY	
	0	Next	\$0012	18	MouseX	
	4	Prev	\$0014	20	Flags	
	8	bounds	\$0016	22	Title	
Remember:						\$001a
	12	sizeof(Remember)		26	DefaultTitle	
	0	NextRemember	\$001e	30	BarHeight	
	4	RememberSize	\$0001	32	AltKeyMap	
	8	Memory	\$0023	35	WBorTop	
Requester:						\$0024
	112	sizeof(Requester)		36	WBorLeft	
	0	OlderRequest	\$0025	37	WBorRight	
	4	LeftEdge	\$0026	38	WBorBottom	
	6	TopEdge	\$0028	40	Font	
	8	Width	\$002c	44	ViewPort	
	10	Height	\$0054	84	RastPort	
	12	RelLeft	\$00b8	184	BitMap	
	14	RelTop	\$00e0	224	LayerInfo	
	16	ReqGadget	\$0146	326	FirstGadget	
	20	ReqBorder	\$014a	330	DetailPen	
	24	ReqText	\$014b	331	BlockPen	
	28	Flags	\$014c	332	SaveColor0	
	30	BackFill	\$014e	334	BarLayer	
	32	ReqLayer	\$0152	338	ExtData	
	36	ReqPad1[0]	\$0156	342	UserData	
Semaphore:						\$0024
	68	ImageBMap	\$0024	36	sizeof(Semaphore)	
	72	RWindow	\$0000	0	sm_MsgPort	
	76	ReqPad2[0]	\$0022	34	sm_Bids	
Resident:						\$001a
	26	sizeof(Resident)		12	SemaphoreRequest:	
	0	rt_MatchWord	\$000c	12	sizeof(SemaphoreRequest)	
	2	rt_MatchTag	\$0000	0	sr_Link	
	6	rt_EndSkip	\$0008	8	sr_Waiter	
	10	rt_Flags	\$002e	46	SignalSemaphore:	
	11	rt_Version	\$0000	0	ss_Link	
	12	rt_Type	\$000e	14	ss_NestCount	
	13	rt_Pri	\$0010	16	ss_WaitQueue	

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\$001c	28	ss_MultipleLink	\$0046	70	tc_Launch	
\$0028	40	ss_Owner	\$004a	74	tc_MemEntry	
\$002c	44	ss_QueueCount	\$0058	88	tc_UserData	
SimpleSprite:						
	12	sizeof(SimpleSprite)	\$0008	8	sizeof(TextAttr)	
	0	posctldata	\$0000	0	ta_Name	
	4	height	\$0004	4	ta_YSize	
	6	x	\$0006	6	ta_Style	
	8	y	\$0007	7	ta_Flags	
TextAttr:						
	10	num	TextFont:			
	16	sizeof(SoftIntList)	\$0034	52	sizeof(TextFont)	
	0	sh_List	\$0000	0	tf_Message	
	14	sh_Pad	\$0014	20	tf_YSize	
SpriteDef:						
	8	sizeof(SpriteDef)	\$0017	23	tf_Flags	
	0	pos	\$0018	24	tf_XSize	
	2	ctl	\$001a	26	tf_Baseline	
	4	dataa	\$001c	28	tf_BoldSmear	
	6	datab	\$0020	32	tf_Accessors	
StandardPacket:						
	68	sizeof(StandardPacket)	\$0021	33	tf_HiChar	
	0	sp_Msg	\$0022	34	tf_CharData	
	20	sp_Pkt	\$0026	38	tf_Modulo	
StringInfo:						
	36	sizeof(StringInfo)	\$0028	40	tf_CharLoc	
	0	Buffer	\$002c	44	tf_CharSpace	
	4	UndoBuffer	\$0030	48	tf_CharKern	
TmpRas:						
	8	sizeof(TmpRas)	\$0008	8	Size	
UCopList:						
	12	sizeof(UCopList)	\$000c	12	Next	
	0	Next	\$0004	4	FirstCopList	
	8	CopList	\$0008	8	Unit:	
TDU_PublicUnit:						
	54	sizeof(TDU_PublicUnit)	\$0026	38	unit_OpenCnt	
	0	tdu_Unit	\$0000	0	unit_MsgPort	
	38	tdu_Comp01Track	\$0022	34	unit_flags	
	40	tdu_Comp10Track	\$0023	35	unit_pad	
	42	tdu_Cmpl01Track	\$0024	36	unit_OpenCnt	
VSprite:						
	60	sizeof(VSprite)	\$003c	60	NextVSprite	
	0	Next	\$0000	0	PrevVSprite	
	4	DrawPath	\$0004	4	ClearPath	
	8	unit_Dirty	\$0008	8	OldY	
Task:						
	92	sizeof(Task)	\$0012	18	OldX	
	0	tc_Node	\$0014	20	Flags	
	14	tc_Flags	\$0016	22	Y	
	15	tc_State	\$0018	24	X	
	16	tc_IDNestCnt	\$001a	26	Height	
	17	tc_TDnestCnt	\$001c	28	Width	
	18	tc_SigAlloc	\$001e	30	Depth	
	22	tc_SigWait	\$0020	32	McMask	
	26	tc_SigRecv	\$0022	34	HitMask	
	30	tc_SigExcept	\$0024	36	ImageData	
	34	tc_TrapAlloc	\$0028	40	BorderLine	
	36	tc_TrapAble	\$002c	44	CollMask	
	38	tc_ExceptionData	\$0030	48	SprColors	
	42	tc_ExceptionCode	\$0034	52	VBob	
	46	tc_TrapData	\$0038	56	PlanePick	
	50	tc_TrapCode	\$0039	57	PlaneOnOff	
	54	tc_SPReg	\$003a	58	VUserExt	
View:						
	18	sizeof(View)	\$0012	18	sizeof(ViewPort)	
	0	ViewPort	\$0000	0	IOFCprList	
	4	IOFCprList	\$0004	4	Size	

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\$0008 8 SHFCprList \$005e 94 MessageKey
\$000c 12 DyOffset \$0062 98 DetailPen
\$000e 14 DxOffset \$0063 99 BlockPen
\$0010 16 Modes \$0064 100 CheckMark
ViewPort: \$0068 104 ScreenTitle
\$0028 40 sizeof(ViewPort) \$006c 108 GZZMouseX
\$0000 0 Next \$006e 110 GZZMouseY
\$0004 4 ColorMap \$0070 112 GZZWidth
\$0008 8 DspIns \$0072 114 GZZHeight
\$000c 12 SprIns \$0074 116 ExtData
\$0010 16 ClrIns \$0078 120 UserData
\$0014 20 UCopIns \$007c 124 WLayer
\$0018 24 DWidth \$0080 128 IFont
\$001a 26 DHeight
\$001c 28 DxOffset
\$001e 30 DyOffset
\$0020 32 Modes
\$0022 34 SpritePriorities
\$0023 35 reserved
\$0024 36 RasInfo
WBArg:
\$0008 8 sizeof(WBArg)
\$0000 0 wa_Lock
\$0004 4 wa_Name
WBStartup:
\$0028 40 sizeof(WBStartup)
\$0000 0 sm_Message
\$0014 20 sm_Process
\$0018 24 sm_Segment
\$001c 28 sm_NumArgs
\$0020 32 sm_ToolWindow
\$0024 36 sm_ArgList
Window:
\$0084 132 sizeof(Window)
\$0000 0 NextWindow
\$0004 4 LeftEdge
\$0006 6 TopEdge
\$0008 8 Width
\$000a 10 Height
\$000c 12 MouseY
\$000e 14 MouseX
\$0010 16 MinWidth
\$0012 18 MinHeight
\$0014 20 MaxWidth
\$0016 22 MaxHeight
\$0018 24 Flags
\$001c 28 MenuStrip
\$0020 32 Title
\$0024 36 FirstRequest
\$0028 40 DMRequest
\$002c 44 ReqCount
\$002e 46 WScreen
\$0032 50 RPort
\$0036 54 BorderLeft
\$0037 55 BorderTop
\$0038 56 BorderRight
\$0039 57 BorderBottom
\$003a 58 BorderRPort
\$003e 62 FirstGadget
\$0042 66 Parent
\$0046 70 Descendant
\$004a 74 Pointer
\$004e 78 PtrHeight
\$004f 79 PtrWidth
\$0050 80 XOffset
\$0051 81 YOffset
\$0052 82 IDCMPFlags
\$0056 86 UserPort
\$005a 90 WindowPort
\$0008 8 SHFCprList
\$000c 12 DyOffset
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\$0010 16 Modes
\$001a 26 DHeight
\$001c 28 DxOffset
\$001e 30 DyOffset
\$0020 32 Modes
\$0022 34 SpritePriorities
\$0023 35 reserved
\$0024 36 RasInfo
bltnode:
\$0012 18 sizeof(bltnode)
\$0000 0 n
\$0004 4 function
\$0008 8 stat
\$000a 10 blitsize
\$000c 12 beamsync
\$000e 14 cleanup
collTable:
\$0040 64 sizeof(collTable)
\$0000 0 collPtrs[0]
copinit:
\$005c 92 sizeof(copinit)
\$0000 0 diagstrt[0]
\$0008 8 sprstrtup[0]
\$0058 88 sprstop[0]
cpplist:
\$000a 10 sizeof(cpplist)
\$0000 0 Next
\$0004 4 start
\$0008 8 MaxCount
mouth_rb:
\$004a 74 sizeof(mouth_rb)
\$0000 0 voice
\$0046 70 width
\$0047 71 height
\$0048 72 shape
\$0049 73 pad
narrator_rb:
\$0046 70 sizeof(narrator_rb)
\$0000 0 message
\$0030 48 rate
\$0032 50 pitch
\$0034 52 mode
\$0036 54 sex
\$0038 56 ch_masks
\$003c 60 nm_masks
\$003e 62 volume
\$0040 64 sampfreq
\$0042 66 mouths
\$0043 67 chanmask
\$0044 68 numchan
\$0045 69 pad
tPoint:
\$0004 4 sizeof(tPoint)
timerequest:
\$0028 40 sizeof(timerequest)
\$0000 0 tr_node
\$0020 32 tr_time
timeval:
\$0008 8 sizeof(timeval)
\$0000 0 tv_secs
\$0004 4 tv_micro
tPoint:
\$0004 4 sizeof(tPoint)
colorEntry:

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\$0004 4 sizeof(colorEntry)
\$0000 0 colorLong
\$0000 0 colorByte[0]
\$0000 0 colorSByte[0]

Section I

IFF - Interchange File Format

This section contains the specification for the Interchange File Format. IFF is a standard for creating data files specifically designed for easy transfer between programs and machines. The text of these documents and the standard itself are in the public domain.

One of the Amiga's assets is the wide acceptance of several IFF specifications. Most notable is the ease with which IFF graphic files (of form "ILBM") can be transferred among dozens of paint, animation, and special effects packages. The user can pick and choose among the strengths of several programs, rather than fighting the restrictions of just one. Developers can market specialized applications that are good at a certain limited set of operations, and with help of the multitasking operating system, create the effect of a large integrated system.

We encourage all developers who wish to write out data files to adopt or expand an existing IFF specification. Or, if no current IFF form is suitable, to contact other developers and users with similar goals and work out a new specification. To prevent conflicts, new FORM identifications must be registered with Commodore before use. No additional restrictions are placed on the design of IFF FORMs, aside from the general IFF syntax rules.

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A Quick Introduction to IFF

Jerry Morrison, Electronic Arts
10-17-88

IFF is the Amiga-standard "Interchange File Format", designed to work across many machines.

Why IFF?

Did you ever have this happen to your picture file?

- You can't load it into another paint program.
- You need a converter to adapt to "ZooPaint" release 2.0 or a new hardware feature.
- You must "export" and "import" to use it in a page layout program.
- You can't move it to another brand of computer.

What about interchanging musical scores, digitized audio, and other data? It seems the only thing that *does* interchange well is plain ASCII text files.

It's inexcusable. And yet this is "normal" in MS-DOS.

What is IFF?

IFF, the "Interchange File Format" standard, encourages multimedia interchange between different programs and different computers. It supports long-lived, extensible data. It's great for composite files like a page layout file that includes photos, an animation file that includes music, and a library of sound effects.

IFF is a 2-level standard. The first layer is the "wrapper" or "envelope" structure for all IFF files. Technically, it's the syntax. The second layer defines particular IFF file types such as ILBM (standard raster pictures), ANIM (animation), SMUS (simple musical score), and 8SVX (8-bit sampled audio voice).

IFF is also a design idea:

programs should use interchange formats for their everyday storage

This way, users rarely need converters and import/export commands to change software releases, application programs, or hardware.

What's the trick?

File compatibility is easy to achieve if programmers let go of one notion—dumping internal data structures to disk. A program's internal data structures should really be suited to what the program does and how it works. What's "best" changes as the program evolves new functions and methods. But a disk format should be suited to storage and interchange.

Once we design internal formats and disk formats for their own separate purposes, the rest is easy. Reading and writing become behind-the-scenes conversions. But two conversions hidden in each program is much better than a pile of conversion programs.

Does this seem strange? It's what ASCII text programs do! Text editors use line tables, piece tables, gaps, and other structures for fast editing and searching. Text generators and consumers construct and parse files. That's why the ASCII standard works so well.

Also, every file must be self-sufficient. E.g. a picture file has to include its size and number of bits/pixel.

What's an IFF file look like?

IFF is based on data blocks called "chunks". Here's an example color map chunk:

char typeID[4]	'CMAP'	<i>in an ILBM file, CMAP means "color map"</i>
unsigned long dataSize	48	<i>48 data bytes</i>
char data[]	0, 0, 0, 255, 255, 255 ...	<i>16 3-byte color values: black, white, ...</i>

A chunk is made of a 4-character type identifier, a 32 bit data byte count, and the data bytes. It's like a Macintosh "resource" with a 32-bit size.

Fine points:

- Every 16- and 32-bit number is stored in 68000 byte order—highest byte first.
An Intel CPU must reverse the 2- or 4-byte sequence of each number. This applies to chunk `dataSize` fields and to numbers inside chunk data. It does not affect character strings and byte data because you can't reverse a 1-byte sequence. But it does affect the 32-bit math used in IFF's `MakeID` macro. The standard does allow CPU specific byte ordering hidden within a chunk itself, but the practice is discouraged.
- Every 16- and 32-bit number is stored on an even address.
- Every odd-length chunk must be followed by a 0 pad byte. This pad byte is not counted in `dataSize`.
- An ID is made of 4 ASCII characters in the range “ ” (space, hex 20) through “~” (tilde, hex 7E). Leading spaces are not permitted.
- IDs are compared using a quick 32-bit equality test. Case matters.

A chunk typically holds a C structure, Pascal record, or an array. For example, an 'ILBM' picture has a 'BMHD' bitmap header chunk (a structure) and a 'BODY' raster body chunk (an array).

To construct an IFF file, just put a file type ID (like 'ILBM') into a wrapper chunk called a 'FORM' (Think "FILE"). Inside that wrapper place chunks one after another (with pad bytes as needed). The chunk size always tells you how many more bytes you need to skip over to get to the next chunk.



'FORM'	<i>FORM is a special chunk ID</i>
24070	<i>24070 data bytes</i>
'ILBM'	<i>FORM type is ILBM</i>
'BMHD'	<i>a BMHD bitmap header chunk (20 data bytes)</i>
20	
320, 200, 0 ...	
'CMAP'	<i>a CMAP color map chunk (21 data bytes +1 pad)</i>
21	
0, 0, 0, 255...	
0	<i>a pad byte</i>
'BODY'	<i>a BODY raster body chunk (24000 data bytes)</i>
24000	
0, 0, 0 ...	

A FORM always contains one 4-character FORM type ID (a file type, in this case 'ILBM') followed by any number of data chunks. In this example, the FORM type is 'ILBM', which stands for "InterLeaved BitMap". (ILBM is an IFF standard for bitplane raster pictures.) This example has 3 chunks. Note the pad byte after the odd length chunk.

Within FORMs ILBM, 'BMHD' identifies a bitmap header chunk, 'CMAP' a color map, and 'BODY' a raster body. In general, the chunk IDs in a FORM are local to the FORM type ID. The exceptions are the 4 global chunk IDs 'FORM', 'LIST', 'CAT', and 'PROP'. (A FORM may contain other FORM chunks. E.g. an animation FORM might contain picture FORMs and sound FORMs.)

How to read an IFF file?

Given the C subroutine "GetChunkHeader()":

```
/* Skip any remaining bytes of the current chunk, skip any pad byte, and
   read the next chunk header. Returns the chunk ID or END_MARK. */
ID GetChunkHeader();
```

we read the chunks in a FORM ILBM with a loop like this:

```
do
    switch (id = GetChunkHeader())
    {
        case 'CMAP': ProcessCMAP(); break;
        case 'BMHD': ProcessBMHD(); break;
        case 'BODY': ProcessBODY(); break;
        /* default: just ignore the chunk */
    }
    until (id == END_MARK);
```

This loop processes each chunk by dispatching to a routine that reads the specific type of chunk data. We don't assume a particular order of chunks. This is a simple parser. Note that even if you have fully processed a chunk, you should respect its chunk size, even if the size is larger than you expected.

This sample ignores important details like I/O errors. There are also higher-level errors to check, e.g. if we hit END_MARK without reading a BODY, we didn't get a picture.

Every IFF file is a 'FORM', 'LIST', or 'CAT' chunk. You can recognize an IFF file by those first 4 bytes. ('FORM' is far and away the most common. We'll get to LIST and CAT below.) If the file contains a FORM, dispatch on the FORM type ID to a chunk-reader loop like the one above.

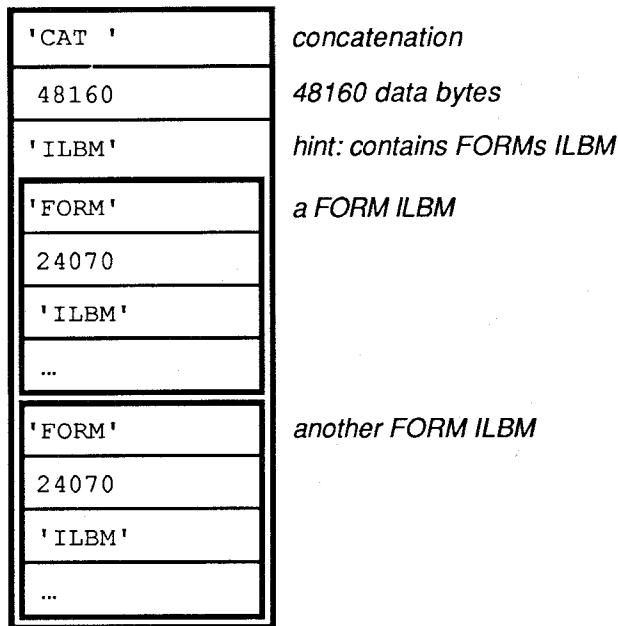
File extensibility

IFF files are extensible and forward/backward compatible:

- Chunk contents should be designed for compatibility across environments and for longevity. Every chunk should have a path for future expansion; at minimum this will be an unused bit or two.
- The standards team for a FORM type can extend one of the chunks that contains a structure by appending new, optional structure fields.
- Anyone can define new FORM types as well as new chunk types within a FORM type. Storing private chunks within a FORM is ok, but be sure to register your activities with Commodore-Amiga Technical Support.
- A chunk can be superseded by a new chunk type, e.g. to store more bits per RGB color register. New programs can output the old chunk (for backward compatibility) along with the new chunk.
- If you must change data in an incompatible way, change the chunk ID or the FORM type ID.

Advanced Topics: CAT, LIST, and PROP (not all that important)

Sometimes you want to put several "files" into one, such as a picture library. This is what CAT is for. It "concatenates" FORM and LIST chunks.



This example CAT holds two ILBMs. It can be shown outline-style:

```
CAT ILBM
..FORM ILBM      \
....BMHD          |   a complete FORM ILBM picture
....CMAP          |
....BODY          /
..FORM ILBM
....BMHD
....CMAP
....BODY
```

Sometimes you want to share the same color map across many pictures. LIST and PROP do this:

```
LIST ILBM
..PROP ILBM      default properties for FORMs ILBM
....CMAP          an ILBM CMAP chunk (there could be a BMHD chunk here, too)
..FORM ILBM
....BMHD          (there could be a CMAP here to override the default)
....BODY
..FORM ILBM
....BMHD          (there could be a CMAP here to override the default)
....BODY
```

A LIST holds PROPs and FORMs (and occasionally LISTs and CATs). A PROP ILBM contains default data (in the above example, just one CMAP chunk) for all FORMs ILBM in the LIST. Any FORM may override the PROP-defined default with its own CMAP. All PROPs must appear at the beginning of a LIST. Each FORM type standardizes (among other things) which of its chunks are "property chunks" (may appear in PROPs) and which are "data chunks" (may not appear in PROPs).

"EA IFF 85" Standard for Interchange Format Files

Document Date: January 14, 1985 (Re-typeset Oct, 1988 Commodore-Amiga, Inc.)
From: Jerry Morrison, Electronic Arts
Status of Standard: Released to the public domain, and in use

1. Introduction

Standards are Good for Software Developers

As home computer hardware evolves into better and better media machines, the demand increases for higher quality, more detailed data. Data development gets more expensive, requires more expertise and better tools, and has to be shared across projects. Think about several ports of a product on one CD-ROM with 500M Bytes of common data!

Development tools need standard interchange file formats. Imagine scanning in images of "player" shapes, transferring them to an image enhancement package, moving them to a paint program for touch up, then incorporating them into a game. Or writing a theme song with a Macintosh score editor and incorporating it into an Amiga game. The data must at times be transformed, clipped, filled out, and moved across machine kinds. Media projects will depend on data transfer from graphic, music, sound effect, animation, and script tools.

Standards are Good for Software Users

Customers should be able to move their own data between independently developed software products. And they should be able to buy data libraries usable across many such products. The types of data objects to exchange are open-ended and include plain and formatted text, raster and structured graphics, fonts, music, sound effects, musical instrument descriptions, and animation.

The problem with expedient file formats—typically memory dumps—is that they're too provincial. By designing data for one particular use (such as a screen snapshot), they preclude future expansion (would you like a full page picture? a multi-page document?). In neglecting the possibility that other programs might read their data, they fail to save contextual information (how many bit planes? what resolution?). Ignoring that other programs might create such files, they're intolerant of extra data (a different picture editor may want to save a texture palette with the image), missing data (such as no color map), or minor variations (perhaps a smaller image). In practice, a filed representation should rarely mirror an in-memory representation. The former should be designed for longevity; the latter to optimize the manipulations of a particular program. The same filed data will be read into different memory formats by different programs.

The IFF philosophy: "A little behind-the-scenes conversion when programs read and write files is far better than NxM explicit conversion utilities for highly specialized formats".

So we need some standardization for data interchange among development tools and products. The more developers that adopt a standard, the better for all of us and our customers.

Here is "EA IFF 1985"

Here is our offering: Electronic Arts' IFF standard for Interchange File Format. The full name is "EA IFF 1985". Alternatives and justifications are included for certain choices. Public domain subroutine packages and utility programs are available to make it easy to write and use IFF-compatible programs.

Part 1 introduces the standard. Part 2 presents its requirements and background. Parts 3, 4, and 5 define the primitive data types, FORMs, and LISTs, respectively, and how to define new high level types. Part 6 specifies the top level file structure. Section 7 lists names of the group responsible for this standard. Appendix A is included for quick reference and Appendix B.

References

American National Standard Additional Control Codes for Use with ASCII, ANSI standard 3.64-1979 for an 8-bit character set. See also ISO standard 2022 and ISO/DIS standard 6429.2.

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Compiler Construction, An Advanced Course, edited by F. L. Bauer and J. Eickel (Springer-Verlag, 1976). This book is one of many sources for information on recursive descent parsing.

DIF Technical Specification © 1981 by Software Arts, Inc. DIF™ is the format for spreadsheet data interchange developed by Software Arts, Inc. DIF™ is a trademark of Software Arts, Inc.

"FTXT" IFF Formatted Text, from Electronic Arts. IFF supplement document for a text format.

"ILBM" IFF Interleaved Bitmap, from Electronic Arts. IFF supplement document for a raster image format.

M68000 16/32-Bit Microprocessor Programmer's Reference Manual © 1984, 1982, 1980, 1979 by Motorola, Inc.

PostScript Language Manual © 1984 Adobe Systems Incorporated.

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Introduction to InterScript © 1985 Xerox Corporation.

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2. Background for Designers

Part 2 is about the background, requirements, and goals for the standard. It's geared for people who want to design new types of IFF objects. People just interested in using the standard may wish to quickly scan this section.

What Do We Need?

A standard should be long on prescription and short on overhead. It should give lots of rules for designing programs and data files for synergy. But neither the programs nor the files should cost too much more than the expedient variety. Although we are looking to a future with CD-ROMs and perpendicular recording, the standard must work well on floppy disks.

For program portability, simplicity, and efficiency, formats should be designed with more than one implementation style in mind. It ought to be possible to read one of many objects in a file without scanning all the preceding data. (In practice, pure stream I/O is adequate although random access makes it easier to write files.) Some programs need to read and play out their data in real time, so we need good compromises between generality and efficiency.

As much as we need standards, they can't hold up product schedules. So we also need a kind of decentralized extensibility where any software developer can define and refine new object types without some "standards authority" in the loop. Developers must be able to extend existing formats in a forward- and backward-compatible way. A central repository for design information and example programs can help us take full advantage of the standard.

For convenience, data formats should heed the restrictions of various processors and environments. For example, word-alignment greatly helps 68000 access at insignificant cost to 8088 programs.

Other goals include the ability to share common elements over a list of objects and the ability to construct composite objects.

And finally, "Simple things should be simple and complex things should be possible".—Alan Kay.

Think Ahead

Let's think ahead and build programs that read and write files for each other and for programs yet to be designed. Build data formats to last for future computers so long as the overhead is acceptable. This extends the usefulness and life of today's programs and data.

To maximize interconnectivity, the standard file structure and the specific object formats must all be general and extensible. Think ahead when designing an object. File formats should serve many purposes and allow many programs to store and read back all the information they need; even squeeze in custom data. Then a programmer can store the available data and is encouraged to include fixed contextual details. Recipient programs can read the needed parts, skip unrecognized stuff, default missing data, and use the stored context to help transform the data as needed.

Scope

IFF addresses these needs by defining a standard file structure, some initial data object types, ways to define new types, and rules for accessing these files. We can accomplish a great deal by writing programs according to this standard, but do not expect direct compatibility with existing software. We'll need conversion programs to bridge the gap from the old world.

IFF is geared for computers that readily process information in 8-bit bytes. It assumes a "physical layer" of data storage and transmission that reliably maintains "files" as sequences of 8-bit bytes. The standard treats a "file" as a container of data bytes and is independent of how to find a file and whether it has a byte count.

This standard does not by itself implement a clipboard for cutting and pasting data between programs. A clipboard needs software to mediate access, and provide a notification mechanism so updates and requests for data can be detected.

Data Abstraction

The basic problem is *how to represent information* in a way that's program-independent, compiler-independent, machine-independent, and device-independent.

The computer science approach is "data abstraction", also known as "objects", "actors", and "abstract data types". A data abstraction has a "concrete representation" (its storage format), an "abstract representation" (its capabilities and uses), and access procedures that isolate all the calling software from the concrete representation. Only the access procedures touch the data storage. Hiding mutable details behind an interface is called "information hiding". What is hidden are the non-portable details of implementing the object, namely the selected storage representation and algorithms for manipulating it.

The power of this approach is modularity. By adjusting the access procedures we can extend and restructure the data without impacting the interface or its callers. Conversely, we can extend and restructure the interface and callers without making existing data obsolete. It's great for interchange!

But we seem to need the opposite: fixed file formats for all programs to access. Actually, we could file data abstractions ("filed objects") by storing the data and access procedures together. We'd have to encode the access procedures in a standard machine-independent programming language à la PostScript. Even with this, the interface can't evolve freely since we can't update all copies of the access procedures. So we'll have to design our abstract representations for limited evolution and occasional revolution (conversion).

In any case, today's microcomputers can't practically store true data abstractions. They can do the next best thing: store arbitrary types of data in "data chunks", each with a type identifier and a length count. The type identifier is a reference by name to the access procedures (any local implementation). The length count enables storage-level object operations like "copy" and "skip to next" independent of object type or contents.

Chunk writing is straightforward. Chunk reading requires a trivial parser to scan each chunk and dispatch to the proper access/conversion procedure. Reading chunks nested inside other chunks may require recursion, but no look ahead or backup.

That's the main idea of IFF. There are, of course, a few other details...

Previous Work

Where our needs are similar, we borrow from existing standards.

Our basic need to move data between independently developed programs is similar to that addressed by the Apple Macintosh desk scrap or "clipboard" [Inside Macintosh chapter "Scrap Manager"]. The Scrap Manager works closely with the Resource Manager, a handy filer and swapper for data objects (text strings, dialog window templates, pictures, fonts...) including types yet to be designed [Inside Macintosh chapter "Resource Manager"]. The Resource Manager is akin to Smalltalk's object swapper.

We will probably write a Macintosh desk accessory that converts IFF files to and from the Macintosh clipboard for quick and easy interchange with programs like MacPaint and Resource Mover.

Macintosh uses a simple and elegant scheme of four-character "identifiers" to identify resource types, clipboard format types, file types, and file creator programs. Alternatives are unique ID numbers assigned by a central authority or by

hierarchical authorities, unique ID numbers generated by algorithm, other fixed length character strings, and variable length strings. Character string identifiers double as readable signposts in data files and programs. The choice of 4 characters is a good tradeoff between storage space, fetch/compare/store time, and name space size. We'll honor Apple's designers by adopting this scheme.

"PICT" is a good example of a standard structured graphics format (including raster images) and its many uses [[Inside Macintosh](#) chapter "QuickDraw"]. Macintosh provides QuickDraw routines in ROM to create, manipulate, and display PICTs. Any application can create a PICT by simply asking QuickDraw to record a sequence of drawing commands. Since it's just as easy to ask QuickDraw to render a PICT to a screen or a printer, it's very effective to pass them between programs, say from an illustrator to a word processor. An important feature is the ability to store "comments" in a PICT which QuickDraw will ignore. (Actually, it passes them to your optional custom "comment handler".)

PostScript, Adobe System's print file standard, is a more general way to represent any print image (which is a specification for putting marks on paper) [[PostScript Language Manual](#)]. In fact, PostScript is a full-fledged programming language. To interpret a PostScript program is to render a document on a raster output device. The language is defined in layers: a lexical layer of identifiers, constants, and operators; a layer of reverse polish semantics including scope rules and a way to define new subroutines; and a printing-specific layer of built-in identifiers and operators for rendering graphic images. It is clearly a powerful (Turing equivalent) image definition language. PICT and a subset of PostScript are candidates for structured graphics standards.

A PostScript document can be printed on any raster output device (including a display) but cannot generally be edited. That's because the original flexibility and constraints have been discarded. Besides, a PostScript program may use arbitrary computation to supply parameters like placement and size to each operator. A QuickDraw PICT, in comparison, is a more restricted format of graphic primitives parameterized by constants. So a PICT can be edited at the level of the primitives, e.g. move or thicken a line. It cannot be edited at the higher level of, say, the bar chart data which generated the picture.

PostScript has another limitation: Not all kinds of data amount to marks on paper. A musical instrument description is one example. PostScript is just not geared for such uses.

"DIF" is another example of data being stored in a general format usable by future programs [[DIF Technical Specification](#)]. DIF is a format for spreadsheet data interchange. DIF and PostScript are both expressed in plain ASCII text files. This is very handy for printing, debugging, experimenting, and transmitting across modems. It can have substantial cost in compaction and read/write work, depending on use. We won't store IFF files this way but we could define an ASCII alternate representation with a converter program.

InterScript is Xerox' standard for interchange of editable documents [[Introduction to InterScript](#)]. It approaches a harder problem: How to represent editable word processor documents that may contain formatted text, pictures, cross-references like figure numbers, and even highly specialized objects like mathematical equations? InterScript aims to define one standard representation for each kind of information. Each InterScript-compatible editor is supposed to preserve the objects it doesn't understand and even maintain nested cross-references. So a simple word processor would let you edit the text of a fancy document without discarding the equations or disrupting the equation numbers.

Our task is similarly to store high level information and preserve as much content as practical while moving it between programs. But we need to span a larger universe of data types and cannot expect to centrally define them all. Fortunately, we don't need to make programs preserve information that they don't understand. And for better or worse, we don't have to tackle general-purpose cross-references yet.

3. Primitive Data Types

Atomic components such as integers and characters that are interpretable directly by the CPU are specified in one format for all processors. We chose a format that's the same as used by the Motorola MC68000 processor [M68000 16/32-Bit Microprocessor Programmer's Reference Manual]. The high byte and high word of a number are stored *first*.

N.B.: Part 3 dictates the format for "primitive" data types where—and only where—used in the overall file structure. The number of such occurrences of dictated formats will be small enough that the costs of conversion, storage, and management of processor-specific files would far exceed the costs of conversion during I/O by "foreign" programs. A particular data chunk may be specified with a different format for its internal primitive types or with processor or environment specific variants if necessary to optimize local usage. Since that hurts data interchange, it's not recommended. (Cf. Designing New Data Sections, in Part 4.).

Alignment

All data objects larger than a byte are aligned on even byte addresses relative to the start of the file. This may require padding. Pad bytes are to be written as zeros, but don't count on that when reading.

This means that every odd-length "chunk" must be padded so that the next one will fall on an even boundary. Also, designers of structures to be stored in chunks should include pad fields where needed to align every field larger than a byte. For best efficiency, long word data should be arranged on long word (4 byte) boundaries. Zeros should be stored in all the pad bytes.

Justification: Even-alignment causes a little extra work for files that are used only on certain processors but allows 68000 programs to construct and scan the data in memory and do block I/O. Any 16 bit or greater CPU will have faster access to aligned data. You just add an occasional pad field to data structures that you're going to block read/write or else stream read/write an extra byte. And the same source code works on all processors. Unspecified alignment, on the other hand, would force 68000 programs to (dis)assemble word and long word data one byte at a time. Pretty cumbersome in a high level language. And if you don't conditionally compile that step out for other processors, you won't gain anything.

Numbers

Numeric types supported are two's complement binary integers in the format used by the MC68000 processor—high byte first, high word first—the reverse of 8088 and 6502 format.

UBYTE	8 bits unsigned
WORD	16 bits signed
UWORD	16 bits unsigned
LONG	32 bits signed

The actual type definitions depend on the CPU and the compiler. In this document, we'll express data type definitions in the C programming language. [See C, A Reference Manual.] In 68000 Lattice C:

```
typedef unsigned char UBYTE;      /* 8 bits unsigned */
typedef short WORD;              /* 16 bits signed */
typedef unsigned short UWORD;    /* 16 bits unsigned */
typedef long LONG;               /* 32 bits signed */
```

Characters

The following character set is assumed wherever characters are used, e.g. in text strings, IDs, and TEXT chunks (see below). Characters are encoded in 8-bit ASCII. Characters in the range NUL (hex 0) through DEL (hex 7F) are well defined by the 7-bit ASCII standard. IFF uses the graphic group " " (SP, hex 20) through "~" (hex 7E).

Most of the control character group hex 01 through hex 1F have no standard meaning in IFF. The control character LF (hex 0A) is defined as a "newline" character. It denotes an intentional line break, that is, a paragraph or line terminator. (There is no way to store an automatic line break. That is strictly a function of the margins in the environment the text is placed.) The control character ESC (hex 1B) is a reserved escape character under the rules of ANSI standard 3.64-1979 American National Standard Additional Control Codes for Use with ASCII, ISO standard 2022, and ISO/DIS standard 6429.2.

Characters in the range hex 7F through hex FF are not globally defined in IFF. They are best left reserved for future standardization. (Note that the FORM type FTXT (formatted text) defines the meaning of these characters within FTXT forms.) In particular, character values hex 7F through hex 9F are control codes while characters hex A0 through hex FF are extended graphic characters like Å, as per the ISO and ANSI standards cited above. [See the supplementary document "FTXT" IFF Formatted Text.]

Dates

A "creation date" is defined as the date and time a stream of data bytes was created. (Some systems call this a "last modified date".) Editing some data changes its creation date. Moving the data between volumes or machines does not.

The IFF standard date format will be one of those used in MS-DOS, Macintosh, or AmigaDOS (probably a 32-bit unsigned number of seconds since a reference point). Issue: Investigate these three.

Type IDs

A "type ID", "property name", "FORM type", or any other IFF identifier is a 32-bit value: the concatenation of four ASCII characters in the range " " (SP, hex 20) through "~" (hex 7E). Spaces (hex 20) should not precede printing characters; trailing spaces are ok. Control characters are forbidden.

```
typedef CHAR ID[4];
```

IDs are compared using a simple 32-bit case-dependent equality test. FORM type IDs are restricted. Since they may be stored in filename extensions lower case letters and punctuation marks are forbidden. Trailing spaces are ok.

Carefully choose those four characters when you pick a new ID. Make them mnemonic so programmers can look at an interchange format file and figure out what kind of data it contains. The name space makes it possible for developers scattered around the globe to generate ID values with minimal collisions so long as they choose specific names like "MUS4" instead of general ones like "TYPE" and "FILE".

Commodore-Amiga Technical Support has undertaken the task of maintaining the registry of FORM type IDs and format descriptions. See the IFF registry document for more information.

Sometimes it's necessary to make data format changes that aren't backward compatible. As much as we work for compatibility, unintended interactions can develop. Since IDs are used to denote data formats in IFF, new IDs are chosen to denote revised formats. Since programs won't read chunks whose IDs they don't recognize (see Chunks, below), the new IDs keep old programs from stumbling over new data. The conventional way to chose a "revision"

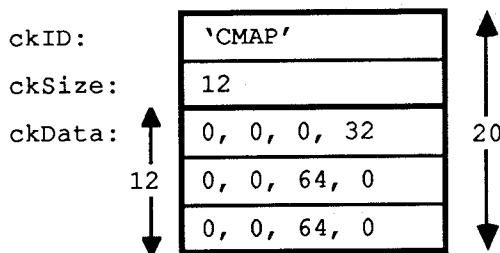
ID is to increment the last character if it's a digit or else change the last character to a digit. E.g. first and second revisions of the ID "XY" would be "XY1" and "XY2". Revisions of "CMAP" would be "CMA1" and "CMA2".

Chunks

Chunks are the building blocks in the IFF structure. The form expressed as a C typedef is:

```
typedef struct {
    ID      ckID;                      /* 4 character ID */
    LONG    ckSize;                    /* sizeof(ckData) */
    UBYTE   ckData[/* ckSize */];
} Chunk;
```

We can diagram an example chunk—a "CMAP" chunk containing 12 data bytes—like this:



That's 4 bytes of ckID, 4 bytes of ckSize and 12 data bytes. The total space used is 20 bytes.

The ckID identifies the format and purpose of the chunk. As a rule, a program must recognize ckID to interpret ckData. It should skip over all unrecognized chunks. The ckID also serves as a format version number as long as we pick new IDs to identify new formats of ckData (see above).

The following ck IDs are universally reserved to identify chunks with particular IFF meanings: "LIST", "FORM", "PROP", "CAT ", and " ". The special ID " " (4 spaces) is a ck ID for "filler" chunks, that is, chunks that fill space but have no meaningful contents. The IDs "LIS1" through "LIS9", "FOR1" through "FOR9", and "CAT1" through "CAT9" are reserved for future "version number" variations. All IFF-compatible software must account for these chunk IDs.

The ckSize is a logical block size—how many data bytes are in ckData. If ckData is an odd number of bytes long, a 0 pad byte follows which is not included in ckSize. (Cf. Alignment.) A chunk's total physical size is ckSize rounded up to an even number plus the size of the header. So the smallest chunk is 8 bytes long with ckSize = 0. For the sake of following chunks, programs must respect every chunk's ckSize as a virtual end-of-file for reading its ckData even if that data is malformed, e.g. if nested contents are truncated.

We can describe the syntax of a chunk as a regular expression with "#" representing the ckSize, the length of the following {braced} bytes. The "[0]" represents a sometimes needed pad byte. (The regular expressions in this document are collected in Appendix A along with an explanation of notation.)

Chunk ::= ID # { UBYTE* } [0]

One chunk output technique is to stream write a chunk header, stream write the chunk contents, then random access back to the header to fill in the size. Another technique is to make a preliminary pass over the data to compute the size, then write it out all at once.

Strings, String Chunks, and String Properties

In a string of ASCII text, linefeed (0x0A) denotes a forced line break (paragraph or line terminator). Other control characters are not used. (Cf. Characters.) For maximum compatibility with line editors, two linefeed characters are often used to indicate a paragraph boundary.

The ckID for a chunk that contains a string of plain, unformatted text is "TEXT". As a practical matter, a text string should probably not be longer than 32767 bytes. The standard allows up to $2^{31} - 1$ bytes. The ckID "TEXT" is globally reserved for this use.

When used as a data property (see below), a text string chunk may be 0 to 255 characters long. Such a string is readily converted to a C string or a Pascal STRING [255]. The ckID of a property must have a unique property name, *not* "TEXT".

When used as a part of a chunk or data property, restricted C string format is normally used. That means 0 to 255 characters followed by a NULL byte (ASCII value 0).

Data Properties (advanced topic)

Data properties specify attributes for following (non-property) chunks. A data property essentially says "identifier = value", for example "XY = (10, 200)", telling something about following chunks. Properties may only appear inside data sections ("FORM" chunks, cf. Data Sections) and property sections ("PROP" chunks, cf. Group PROP).

The form of a data property is a type of Chunk. The ckID is a property name as well as a property type. The ckSize should be small since data properties are intended to be accumulated in RAM when reading a file. (256 bytes is a reasonable upper bound.) Syntactically:

Property ::= Chunk

When designing a data object, use properties to describe context information like the size of an image, even if they don't vary in your program. Other programs will need this information.

Think of property settings as assignments to variables in a programming language. Multiple assignments are redundant and local assignments temporarily override global assignments. The order of assignments doesn't matter as long as they precede the affected chunks. (Cf. LISTs, CATs, and Shared Properties.)

Each object type (FORM type) is a local name space for property IDs. Think of a "CMAP" property in a "FORM ILBM" as the qualified ID "ILBM.CMAP". A "CMAP" inside some other type of FORM may not have the same meaning. Property IDs specified when an object type is designed (and therefore known to all clients) are called "standard" while specialized ones added later are "nonstandard".

Links

Issue: A standard mechanism for "links" or "cross references" is very desirable for things like combining images and sounds into animations. Perhaps we'll define "link" chunks within FORMs that refer to other FORMs or to specific chunks within the same and other FORMs. This needs further work. EA IFF 1985 has no standard link mechanism.

For now, it may suffice to read a list of, say, musical instruments, and then just refer to them within a musical score by sequence number.

File References

Issue: We may need a standard form for references to other files. A "file ref" could name a directory and a file in the same type of operating system as the reference's originator. Following the reference would expect the file to be on some mounted volume, or perhaps the same directory as the file that made the reference. In a network environment, a file reference could name a server, too.

Issue: How can we express operating-system independent file references?

Issue: What about a means to reference a portion of another file? Would this be a "file ref" plus a reference to a "link" within the target file?

4. Data Sections

The first thing we need of a file is to check: Does it contain IFF data and, if so, does it contain the kind of data we're looking for? So we come to the notion of a "data section".

A "data section" or IFF "FORM" is one self-contained "data object" that might be stored in a file by itself. It is one high level data object such as a picture or a sound effect, and generally contains a grouping of chunks. The IFF structure "FORM" makes it self- identifying. It could be a composite object like a musical score with nested musical instrument descriptions.

Group FORM

A data section is a chunk with ckID "FORM" and this arrangement:

```
FORM      ::= "FORM" #{ FormType (LocalChunk | FORM | LIST | CAT)* }
FormType ::= ID
LocalChunk ::= Property | Chunk
```

The ID "FORM" is a syntactic keyword like "struct" in C. Think of a "struct ILBM" containing a field "CMAP". If you see "FORM" you will know to expect a FORM type ID (the structure name, "ILBM" in this example) and a particular contents arrangement or "syntax" (local chunks, FORMs, LISTs, and CATs). A "FORM ILBM", in particular, might contain a local chunk "CMAP", an "ILBM.CMAP" (to use a qualified name).

So the chunk ID "FORM" indicates a data section. It implies that the chunk contains an ID and some number of nested chunks. In reading a FORM, like any other chunk, programs must respect its ckSize as a virtual end-of-file for reading its contents, even if they're truncated.

The FORM type is a restricted ID that may not contain lower case letters or punctuation characters. (Cf. Type IDs. Cf. Single Purpose Files.)

The type-specific information in a FORM is composed of its "local chunks": data properties and other chunks. Each FORM type is a local name space for local chunk IDs. So "CMAP" local chunks in other FORM types may be unrelated to "ILBM.CMAP". More than that, each FORM type defines semantic scope. If you know what a FORM ILBM is, you will know what an ILBM.CMAP is.

Local chunks defined when the FORM type is designed (and therefore known to all clients of this type) are called "standard" while specialized ones added later are "nonstandard".

Among the local chunks, property chunks give settings for various details like text font while the other chunks supply the essential information. This distinction is not clear cut. A property setting can be cancelled by a later setting of the same property. E.g. in the sequence:

```
prop1 = x (Data A) prop1 = z prop1 = y (Data B)
```

prop1 is = x for Data A, and y for Data B. The setting prop1 = z has no effect.

For clarity, the universally reserved chunk IDs "LIST", "FORM", "PROP", "CAT ", " ", "LIS1" through "LIS9", "FOR1" through "FOR9", and "CAT1" through "CAT9" may not be FORM type IDs.

Part 5, below, talks about grouping FORMs into LISTs and CATs. They let you group a bunch of FORMs but don't impose any particular meaning or constraints on the grouping. Read on.

Composite FORMs

A FORM chunk inside a FORM is a full-fledged data section. This means you can build a composite object such as a multi-frame animation sequence by nesting available picture FORMs and sound effect FORMs. You can insert additional chunks with information like frame rate and frame count.

Using composite FORMs, you leverage on existing programs that create and edit the component FORMs. Those editors may even look into your composite object to copy out its type of component. Such editors are not allowed to replace their component objects within your composite object. That's because the IFF standard lets you specify consistency requirements for the composite FORM such as maintaining a count or a directory of the components. Only programs that are written to uphold the rules of your FORM type may create or modify such FORMs.

Therefore, in designing a program that creates composite objects, you are strongly requested to provide a facility for your users to import and export the nested FORMs. Import and export could move the data through a clipboard or a file.

Here are several existing FORM types and rules for defining new ones:

FTXT

An FTXT data section contains text with character formatting information like fonts and faces. It has no paragraph or document formatting information like margins and page headers. FORM FTXT is well matched to the text representation in Amiga's Intuition environment. See the supplemental document "[FTXT" IFF Formatted Text](#)".

ILBM

"ILBM" is an InterLeaved BitMap image with color map; a machine-independent format for raster images. FORM ILBM is the standard image file format for the Commodore-Amiga computer and is useful in other environments, too. See the supplemental document "[ILBM" IFF Interleaved Bitmap](#)".

PICS

The data chunk inside a "PICS" data section has ID "PICT" and holds a QuickDraw picture. Issue: Allow more than one PICT in a PICS? See Inside Macintosh chapter "QuickDraw" for details on PICTs and how to create and display them on the Macintosh computer.

The only standard property for PICS is "XY", an optional property that indicates the position of the PICT relative to "the big picture". The contents of an XY is a QuickDraw Point.

Note: PICT may be limited to Macintosh use, in which case there'll be another format for structured graphics in other environments.

Other Macintosh Resource Types

Some other Macintosh resource types could be adopted for use within IFF files; perhaps MWRT, ICN, ICN#, and STR#.

Issue: Consider the candidates and reserve some more IDs.

Designing New Data Sections

Supplemental documents will define additional object types. A supplement needs to specify the object's purpose, its FORM type ID, the IDs and formats of standard local chunks, and rules for generating and interpreting the data. It's a good idea to supply typedefs and an example source program that accesses the new object. See "ILBM" IFF Interleaved Bitmap for such an example.

Anyone can pick a new FORM type ID but should reserve it with Commodore-Amiga Technical Support (CATS) at their earliest convenience. While decentralized format definitions and extensions are possible in IFF, our preference is to get design consensus by committee, implement a program to read and write it, perhaps tune the format before it becomes locked in stone, and then publish the format with example code. Some organization should remain in charge of answering questions and coordinating extensions to the format.

If it becomes necessary to incompatibly revise the design of some data section, its FORM type ID will serve as a version number (Cf. Type IDs). E.g. a revised "VDEO" data section could be called "VDE1". But try to get by with compatible revisions within the existing FORM type.

In a new FORM type, the rules for primitive data types and word-alignment (Cf. Primitive Data Types) may be overridden for the contents of its local chunks—but not for the chunk structure itself—if your documentation spells out the deviations. If machine-specific type variants are needed, e.g. to store vast numbers of integers in reverse bit order, then outline the conversion algorithm and indicate the variant inside each file, perhaps via different FORM types. Needless to say, variations should be minimized.

In designing a FORM type, encapsulate all the data that other programs will need to interpret your files. E.g. a raster graphics image should specify the image size even if your program always uses 320 x 200 pixels x 3 bitplanes. Receiving programs are then empowered to append or clip the image rectangle, to add or drop bitplanes, etc. This enables a lot more compatibility.

Separate the central data (like musical notes) from more specialized information (like note beams) so simpler programs can extract the central parts during read-in. Leave room for expansion so other programs can squeeze in new kinds of information (like lyrics). And remember to keep the property chunks manageably short—let's say ≤ 256 bytes.

When designing a data object, try to strike a good tradeoff between a super-general format and a highly-specialized one. Fit the details to at least one particular need, for example a raster image might as well store pixels in the current machine's scan order. But add the kind of generality that makes the format usable with foreseeable hardware and software. E.g. use a whole byte for each red, green, and blue color value even if this year's computer has only 4-bit video DACs. Think ahead and help other programs so long as the overhead is acceptable. E.g. run compress a raster by scan line rather than as a unit so future programs can swap images by scan line to and from secondary storage.

Try to design a general purpose "least common multiple" format that encompasses the needs of many programs without getting too complicated. Be sure to leave provisions for future expansion. Let's coalesce our uses around a few such formats widely separated in the vast design space. Two factors make this flexibility and simplicity practical. First, file storage space is getting very plentiful, so compaction is not always a priority. Second, nearly any locally-performed data conversion work during file reading and writing will be cheap compared to the I/O time.

It must be ok to copy a LIST or FORM or CAT intact, e.g. to incorporate it into a composite FORM. So any kind of internal references within a FORM must be relative references. They could be relative to the start of the containing FORM, relative from the referencing chunk, or a sequence number into a collection.

With composite FORMs, you leverage on existing programs that create and edit the components. If you write a program that creates composite objects, please provide a facility for users to import and export the nested FORMs.

Finally, don't forget to specify all implied rules in detail.

5. LISTS, CATs, and Shared Properties (Advanced topics)

Data often needs to be grouped together, for example, consider a list of icons. Sometimes a trick like arranging little images into a big raster works, but generally they'll need to be structured as a first class group. The objects "LIST" and "CAT" are IFF-universal mechanisms for this purpose. Note: LIST and CAT are advanced topics the first time reader will want to skip.

Property settings sometimes need to be shared over a list of similar objects. E.g. a list of icons may share one color map. LIST provides a means called "PROP" to do this. One purpose of a LIST is to define the scope of a PROP. A "CAT", on the other hand, is simply a concatenation of objects.

Simpler programs may skip LISTS and PROPs altogether and just handle FORMs and CATs. All "fully-conforming" IFF programs also know about "CAT", "LIST", and "PROP". Any program that reads a FORM inside a LIST must process shared PROPs to correctly interpret that FORM.

Group CAT

A CAT is just an untyped group of data objects.

Structurally, a CAT is a chunk with chunk ID "CAT" containing a "contents type" ID followed by the nested objects. The ckSize of each contained chunk is essentially a relative pointer to the next one.

```
CAT      ::= "CAT" #{ ContentsType (FORM | LIST | CAT)* }
ContentsType ::= ID           -- a hint or an "abstract data type" ID
```

In reading a CAT, like any other chunk, programs must respect its ckSize as a virtual end-of-file for reading the nested objects even if they're malformed or truncated.

The "contents type" following the CAT's ckSize indicates what kind of FORMs are inside. So a CAT of ILBMs would store "ILBM" there. It's just a hint. It may be used to store an "abstract data type". A CAT could just have blank contents ID (" ") if it contains more than one kind of FORM.

CAT defines only the format of the group. The group's meaning is open to interpretation. This is like a list in LISP: the structure of cells is predefined but the meaning of the contents as, say, an association list depends on use. If you need a group with an enforced meaning (an "abstract data type" or Smalltalk "subclass"), some consistency constraints, or additional data chunks, use a composite FORM instead (Cf. Composite FORMs).

Since a CAT just means a concatenation of objects, CATs are rarely nested. Programs should really merge CATs rather than nest them.

Group LIST

A LIST defines a group very much like CAT but it also gives a scope for PROPs (see below). And unlike CATs, LISTS should not be merged without understanding their contents.

Structurally, a LIST is a chunk with ckID "LIST" containing a "contents type" ID, optional shared properties, and the nested contents (FORMs, LISTS, and CATs), in that order. The ckSize of each contained chunk is a relative pointer to the next one. A LIST is not an arbitrary linked list—the cells are simply concatenated.

```
LIST      ::= "LIST" #{ ContentsType PROP* (FORM | LIST | CAT)* }
ContentsType ::= ID
```

Group PROP

PROP chunks may appear in LISTS (not in FORMs or CATs). They supply shared properties for the FORMs in that LIST. This ability to elevate some property settings to shared status for a list of forms is useful for both indirection and compaction. E.g. a list of images with the same size and colors can share one "size" property and one "color map" property. Individual FORMs can override the shared settings.

The contents of a PROP is like a FORM with no data chunks:

```
PROP      ::= "PROP" # { FormType Property* }
```

It means, "Here are the shared properties for FORM type <FormType>".

A LIST may have at most one PROP of a FORM type, and all the PROPs must appear before any of the FORMs or nested LISTS and CATs. You can have subsequences of FORMs sharing properties by making each subsequence a LIST.

Scoping: Think of property settings as variable bindings in nested blocks of a programming language. In C this would look like:

```
#define Roman      0
#define Helvetica   1

void main()
{
    int font=Roman;      /* The global default */
    {
        printf("The font number is %d\n",font);
    }
    {
        int font=Helvetica; /* local setting */
        printf("The font number is %d\n",font);
    }
    {
        printf("The font number is %d\n",font);
    }
}
/*
 * Sample output:      The font number is 0
 *                      The font number is 1
 *                      The font number is 0
 */
```

An IFF file could contain:

```

LIST {
  PROP TEXT {
    FONT {TimesRoman}           /* shared setting */ */
  }

  FORM TEXT {
    FONT {Helvetica}            /* local setting */ */
    CHRS {Hello }               /* uses font Helvetica */ */
  }

  FORM TEXT {
    CHRS {there.}                /* uses font TimesRoman */ */
  }
}

```

The shared property assignments selectively override the reader's global defaults, but only for FORMs within the group. A FORM's own property assignments selectively override the global and group-supplied values. So when reading an IFF file, keep property settings on a stack. They are designed to be small enough to hold in main memory.

Shared properties are semantically equivalent to copying those properties into each of the nested FORMs right after their FORM type IDs.

Properties for LIST

Optional "properties for LIST" store the origin of the list's contents in a PROP chunk for the pseudo FORM type "LIST". They are the properties originating program "OPGM", processor family "OCPU", computer type "OCMP", computer serial number or network address "OSN ", and user name "UNAM". In our imperfect world, these could be called upon to distinguish between unintended variations of a data format or to work around bugs in particular originating/receiving program pairs. Issue: Specify the format of these properties.

A creation date could also be stored in a property, but let's ask that file creating, editing, and transporting programs maintain the correct date in the local file system. Programs that move files between machine types are expected to copy across the creation dates.

6. Standard File Structure

File Structure Overview

An IFF file is just a single chunk of type FORM, LIST, or CAT. Therefore an IFF file can be recognized by its first 4 bytes: "FORM", "LIST", or "CAT". Any file contents after the chunk's end are to be ignored. (Some file transfer programs add garbage to the end of transferred files. This specification protects against such common damage).

The simplest IFF file would be one that does no more than encapsulate some binary data (perhaps even an old-fashioned single-purpose binary file). Here is a binary dump of such a minimal IFF example:

```
0000: 464F524D 0000001A 534E4150 43524143      FORM....SNAPCRAC
0010: 0000000D 68656C6C 6F2C776F 726C6421      ....hello,world!
0020: 0A00                                         ..
```

The first 4 bytes indicate this is a "FORM"; the most common IFF top level structure. The following 4 bytes indicate that the contents totals 26 bytes. The form type is listed as "SNAP".

Our form "SNAP" contains only one chunk at the moment; a chunk of type "CRAC". From the size (\$0000000D) the amount of data must be 13 bytes. In this case, the data happens to correspond to the ASCII string "hello, world!<lf>". Since the number 13 is odd, a zero pad byte is added to the file. At any time new chunks could be added to form SNAP without affecting any other aspect of the file (other than the form size). It's that simple.

Since an IFF file can be a group of objects, programs that read/write single objects can communicate to an extent with programs that read/write groups. You're encouraged to write programs that handle all the objects in a LIST or CAT. A graphics editor, for example, could process a list of pictures as a multiple page document, one page at a time.

Programs should enforce IFF's syntactic rules when reading and writing files. Users should be told when a file is corrupt. This ensures robust data transfer. For minor damage, you may wish to give the user the option of using the suspect data, or cancelling. Presumably a user could read in a damaged file, then save whatever was salvaged to a valid file. The public domain IFF reader/writer subroutine package does some syntactic checks for you. A utility program "IFFCheck" is available that scans an IFF file and checks it for conformance to IFF's syntactic rules. IFFCheck also prints an outline of the chunks in the file, showing the ckID and ckSize of each. This is quite handy when building IFF programs. Example programs are also available to show details of reading and writing IFF files.

A merge program "IFFJoin" will be available that logically appends IFF files into a single CAT group. It "unwraps" each input file that is a CAT so that the combined file isn't nested CATs.

If we need to revise the IFF standard, the three anchoring IDs will be used as "version numbers". That's why IDs "FOR1" through "FOR9", "LIS1" through "LIS9", and "CAT1" through "CAT9" are reserved.

IFF formats are designed for reasonable performance with floppy disks. We achieve considerable simplicity in the formats and programs by relying on the host file system rather than defining universal grouping structures like directories for LIST contents. On huge storage systems, IFF files could be leaf nodes in a file structure like a B-tree. Let's hope the host file system implements that for us!

There are two kinds of IFF files: single purpose files and scrap files. They differ in the interpretation of multiple data objects and in the file's external type.

Single Purpose Files

A single purpose IFF file is for normal "document" and "archive" storage. This is in contrast with "scrap files" (see below) and temporary backing storage (non-interchange files).

The external file type (or filename extension, depending on the host file system) indicates the file's contents. It's generally the FORM type of the data contained, hence the restrictions on FORM type IDs.

Programmers and users may pick an "intended use" type as the filename extension to make it easy to filter for the relevant files in a filename requester. This is actually a "subclass" or "subtype" that conveniently separates files of the same FORM type that have different uses. Programs cannot demand conformity to its expected subtypes without overly restricting data interchange since they cannot know about the subtypes to be used by future programs that users will want to exchange data with.

Issue: How to generate 3-letter MS-DOS extensions from 4-letter FORM type IDs?

Most single purpose files will be a single FORM (perhaps a composite FORM like a musical score containing nested FORMs like musical instrument descriptions). If it's a LIST or a CAT, programs should skip over unrecognized objects to read the recognized ones or the first recognized one. Then a program that can read a single purpose file can read something out of a "scrap file", too.

Scrap Files (not currently used)

A "scrap file" is for maximum interconnectivity in getting data between programs; the core of a clipboard function. Scrap files may have type "IFF" or filename extension ".IFF".

A scrap file is typically a CAT containing alternate representations of the same basic information. Include as many alternatives as you can readily generate. This redundancy improves interconnectivity in situations where we can't make all programs read and write super-general formats. [Inside Macintosh chapter "Scrap Manager".] E.g. a graphically-annotated musical score might be supplemented by a stripped down 4-voice melody and by a text (the lyrics).

The originating program should write the alternate representations in order of "preference": most preferred (most comprehensive) type to least preferred (least comprehensive) type. A receiving program should either use the first appearing type that it understands or search for its own "preferred" type.

A scrap file should have at most one alternative of any type. (A LIST of same type objects is ok as one of the alternatives.) But don't count on this when reading; ignore extra sections of a type. Then a program that reads scrap files can read something out of single purpose files.

Rules for Reader Programs

Here are some notes on building programs that read IFF files. If you use the standard IFF reader module "IFFR.C", many of these rules and details will be automatically handled. (See "Support Software" in Appendix A.) We recommend that you start from the example program "ShowILBM.C". For LIST and PROP work, you should also read up on recursive descent parsers. [See, for example, Compiler Construction, An Advanced Course.]

- The standard is very flexible so many programs can exchange data. This implies a program has to scan the file and react to what's actually there in whatever order it appears. An IFF reader program is a parser.
- For interchange to really work, programs must be willing to do some conversion during read-in. If the data isn't exactly what you expect, say, the raster is smaller than those created by your program, then adjust it. Similarly, your program could crop a large picture, add or drop bitplanes, or create/discard a mask plane. The program should give up gracefully on data that it can't convert.
- If it doesn't start with "FORM", "LIST", or "CAT ", it's not an IFF-85 file.
- For any chunk you encounter, you must recognize its type ID to understand its contents.
- For any FORM chunk you encounter, you must recognize its FORM type ID to understand the contained "local chunks". Even if you don't recognize the FORM type, you can still scan it for nested FORMs, LISTS, and CATs of interest.
- Don't forget to skip the implied pad byte after every odd-length chunk, this is *not* included in the chunk count!
- Chunk types LIST, FORM, PROP, and CAT are generic groups. They always contain a subtype ID followed by chunks.
- Readers ought to handle a CAT of FORMs in a file. You may treat the FORMs like document pages to sequence through, or just use the first FORM.
- Many IFF readers completely skip LISTS. "Fully IFF-conforming" readers are those that handle LISTS, even if just to read the first FORM from a file. If you do look into a LIST, you must process shared properties (in PROP chunks) properly. The idea is to get the correct data or none at all.
- The nicest readers are willing to look into unrecognized FORMs for nested FORM types that they do recognize. For example, a musical score may contain nested instrument descriptions and animation or desktop publishing files may contain still pictures. This extra step is highly recommended.

Note to programmers: Processing PROP chunks is not simple! You'll need some background in interpreters with stack frames. If this is foreign to you, build programs that read/write only one FORM per file. For the more intrepid programmers, the next paragraph summarizes how to process LISTS and PROPs. See the general IFF reader module "IFFR.C" and the example program "ShowILBM.C" for details.

Allocate a stack frame for every LIST and FORM you encounter and initialize it by copying the stack frame of the parent LIST or FORM. At the top level, you'll need a stack frame initialized to your program's global defaults. While reading each LIST or FORM, store all encountered properties into the current stack frame. In the example ShowILBM, each stack frame has a place for a bitmap header property ILBM.BMHD and a color map property ILBM.CMAP. When you finally get to the ILBM's BODY chunk, use the property settings accumulated in the current stack frame.

An alternate implementation would just remember PROPs encountered, forgetting each on reaching the end of its scope (the end of the containing LIST). When a FORM XXXX is encountered, scan the chunks in all remembered PROPs XXXX, in order, as if they appeared before the chunks actually in the FORM XXXX. This gets trickier if you read FORMs inside of FORMs.

Rules for Writer Programs

Here are some notes on building programs that write IFF files, which is much easier than reading them. If you use the standard IFF writer module "IFFW.C", many of these rules and details will automatically be enforced. See the example program "Raw2ILBM.C".

- An IFF file is a single FORM, LIST, or CAT chunk.
- Any IFF-85 file must start with the 4 characters "FORM", "LIST", or "CAT ", followed by a LONG ckSize. There should be no data after the chunk end.
- Chunk types LIST, FORM, PROP, and CAT are generic. They always contain a subtype ID followed by chunks. These three IDs are universally reserved, as are "LIS1" through "LIS9", "FOR1" through "FOR9", "CAT1" through "CAT9", and " ".
- Don't forget to write a 0 pad byte after each odd-length chunk.
- Do not try to edit a file that you don't know how to create. Programs may look into a file and copy out nested FORMs of types that they recognize, but they should not edit and replace the nested FORMs and not add or remove them. Breaking these rules could make the containing structure inconsistent. You may write a new file containing items you copied, or copied and modified, but don't copy structural parts you don't understand.
- You must adhere to the syntax descriptions in Appendix A. E.g. PROPs may only appear inside LISTS.

There are at least four common techniques for writing an IFF group:

- (1) build the data in a file mapped into virtual memory.
- (2) build the data in memory blocks and use block I/O.
- (3) stream write the data piecemeal and (don't forget!) random access back to set the group (or FORM) length count.
- (4) make a preliminary pass to compute the length count then stream write the data.

Issue: The standard disallows "blind" chunk copying for consistency reasons. Perhaps we can define a ckID convention for chunks that are ok to replicate without knowledge of the contents. Any such chunks would need to be internally consistent, and not be bothered by changed external references. This is a proposal, and has not been adopted.

Issue: Stream-writing an IFF FORM can be inconvenient. With random access files one can write all the chunks then go back to fix up the FORM size. With stream access, the FORM size must be calculated before the file is written. When compression is involved, this can be slow or inconvenient. Perhaps we can define an "END " chunk. The stream writer would use -1 (\$FFFFFF) as the FORM size. The reader would follow each chunk; when the reader reaches an "END ", it would terminate the last -1 sized chunk. Certain new IFF FORMs could require that readers understand "END ". This is a proposal, and has not been adopted; current reader software would consider a file with an incorrect FORM size to be corrupt.

7. Standards Committee

The following people contributed to the design of this IFF standard:

Bob "Kodiak" Burns, Commodore-Amiga

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Oct, 1988 revision by Bryce Nesbitt, and Carolyn Scheppner, Commodore-Amiga

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Greg Riker, Electronic Arts

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Appendix A. Reference

Type Definitions

The following C typedefs describe standard IFF structures. Declarations to use in practice will vary with the CPU and compiler. For example, 68000 Lattice C produces efficient comparison code if we define ID as a "LONG". A macro "MakeID" builds these IDs at compile time.

```
/* Standard IFF types, expressed in 68000 Lattice C. */

typedef unsigned char UBYTE;           /* 8 bits unsigned */
typedef short WORD;                   /* 16 bits signed */
typedef unsigned short UWORLD;        /* 16 bits unsigned */
typedef long LONG;                   /* 32 bits signed */

typedef char ID[4];                  /* 4 chars in ' ' through '~' */

typedef struct {
    ID      ckID;
    LONG   ckSize;                  /* sizeof(ckData) */
    UBYTE ckData[/* ckSize */];
} Chunk;

/* ID typedef and builder for 68000 Lattice C. */
typedef LONG ID;                      /* 4 chars in ' ' through '~' */
#define MakeID(a,b,c,d) ( (a)<<24 | (b)<<16 | (c)<<8 | (d) )

/* Globally reserved IDs. */
#define ID_FORM   MakeID('F','O','R','M')
#define ID_LIST   MakeID('L','I','S','T')
#define ID_PROP   MakeID('P','R','O','P')
#define ID_CAT    MakeID('C','A','T',' ')
#define ID_FILLER MakeID(' ',' ',' ',' ',' ')
```

Syntax Definitions

Here's a collection of the syntax definitions in this document.

```
Chunk       ::= ID #{ UBYTE* } [0]

Property    ::= Chunk

FORM        ::= "FORM" #{ FormType (LocalChunk | FORM | LIST | CAT)* }
FormType    ::= ID
LocalChunk  ::= Property | Chunk

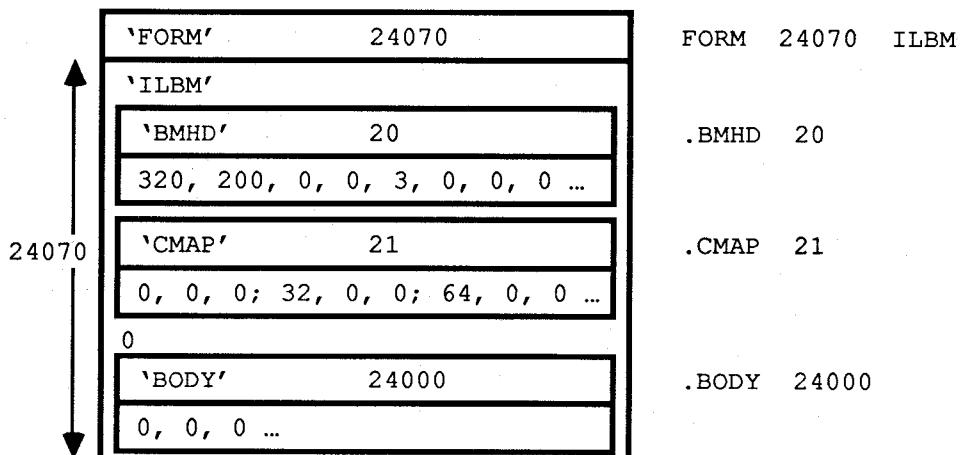
CAT         ::= "CAT" #{ ContentsType (FORM | LIST | CAT)* }
ContentsType ::= ID          -- a hint or an "abstract data type" ID

LIST        ::= "LIST" #{ ContentsType PROP* (FORM | LIST | CAT)* }
PROP        ::= "PROP" #{ FormType Property* }
```

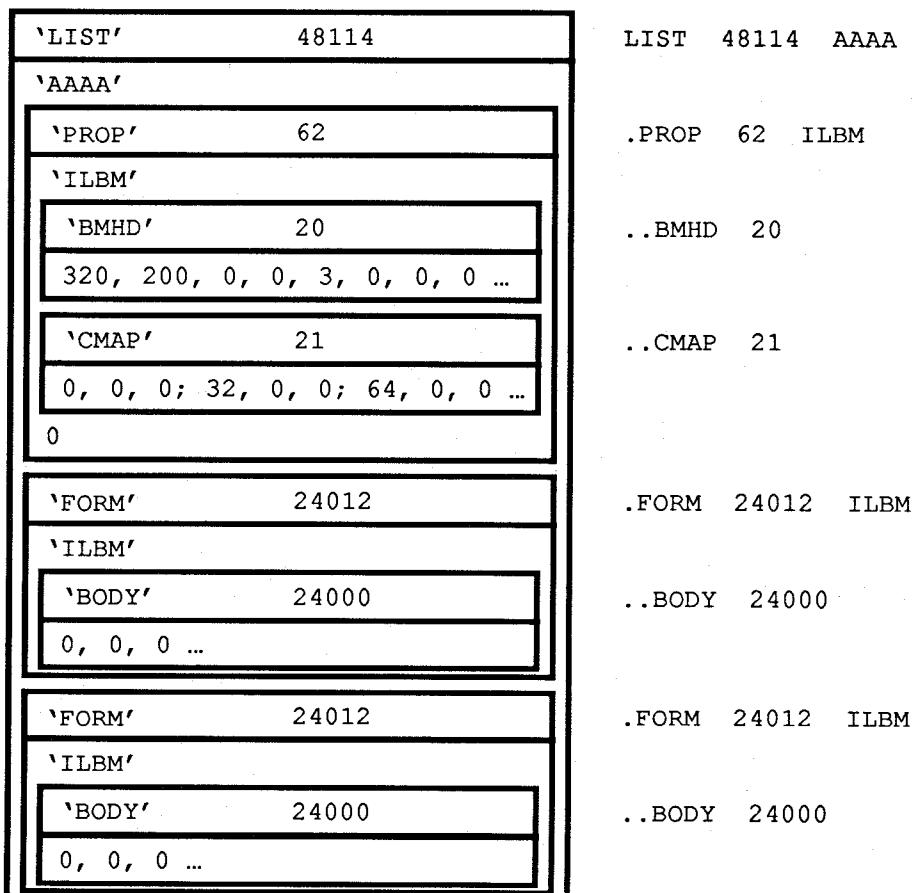
In this extended regular expression notation, the token "#" represents a count of the following {braced} data bytes. Literal items are shown in "quotes", [square bracketed items] are optional, and "*" means 0 or more instances. A sometimes-needed pad byte is shown as "[0]".

Example Diagrams

Here's a box diagram for an example IFF file, a raster image FORM ILBM. This FORM contains a bitmap header property chunk BMHD, a color map property chunk CMAP, and a raster data chunk BODY. This particular raster is 320 x 200 pixels x 3 bit planes uncompressed. The "0" after the CMAP chunk represents a zero pad byte; included since the CMAP chunk has an odd length. The text to the right of the diagram shows the outline that would be printed by the IFFCheck utility program for this particular file.



This second diagram shows a LIST of two FORMs ILBM sharing a common BMHD property and a common CMAP property. Again, the text on the right is an outline à la IFFCheck.



"ILBM" IFF Interleaved Bitmap

Date: January 17, 1986 (CRNG data updated Oct, 1988 by Jerry Morrison)
(Appendix E added and CAMG data updated Oct, 1988 by Commodore-Amiga, Inc.)
From: Jerry Morrison, Electronic Arts
Status: Released and in use

1. Introduction

"EA IFF 85" is Electronic Arts' standard for interchange format files. "ILBM" is a format for a 2 dimensional raster graphics image, specifically an InterLeaved bitplane BitMap image with color map. An ILBM is an IFF "data section" or "FORM type", which can be an IFF file or a part of one. ILBM allows simple, highly portable raster graphic storage.

An ILBM is an archival representation designed for three uses. First, a stand-alone image that specifies exactly how to display itself (resolution, size, color map, etc.). Second, an image intended to be merged into a bigger picture which has its own depth, color map, and so on. And third, an empty image with a color map selection or "palette" for a paint program. ILBM is also intended as a building block for composite IFF FORMs like "animation sequences" and "structured graphics". Some uses of ILBM will be to preserve as much information as possible across disparate environments. Other uses will be to store data for a single program or highly cooperative programs while maintaining subtle details. So we're trying to accomplish a lot with this one format.

This memo is the IFF supplement for FORM ILBM. Section 2 defines the purpose and format of property chunks bitmap header "BMHD", color map "CMAP", hotspot "GRAB", destination merge data "DEST", sprite information "SPRT", and Commodore Amiga viewport mode "CAMG". Section 3 defines the standard data chunk "BODY". These are the "standard" chunks. Section 4 defines the nonstandard data chunks. Additional specialized chunks like texture pattern can be added later. The ILBM syntax is summarized in Appendix A as a regular expression and in Appendix B as a box diagram. Appendix C explains the optional run encoding scheme. Appendix D names the committee responsible for this FORM ILBM standard.

Details of the raster layout are given in part 3, "Standard Data Chunk". Some elements are based on the Commodore Amiga hardware but generalized for use on other computers. An alternative to ILBM would be appropriate for computers with true color data in each pixel, though the wealth of available ILBM images makes import and export important.

Reference:

"EA IFF 85" Standard for Interchange Format Files describes the underlying conventions for all IFF files.

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2. Standard Properties

ILBM has several defined property chunks that act on the main data chunks. The required property "BMHD" and any optional properties must appear before any "BODY" chunk. (Since an ILBM has only one BODY chunk, any following properties would be superfluous.) Any of these properties may be shared over a LIST of several IBLMs by putting them in a PROP ILBM (See the EA IFF 85 document).

BMHD

The required property "BMHD" holds a BitMapHeader as defined in the following documentation. It describes the dimensions of the image, the encoding used, and other data necessary to understand the BODY chunk to follow.

```
typedef UBYTE Masking;           /* Choice of masking technique. */
#define mskNone          0
#define mskHasMask        1
#define mskHasTransparentColor 2
#define mskLasso          3

typedef UBYTE Compression;      /* Choice of compression algorithm applied to
                                the rows of all source and mask planes. "cmpByteRun1" is the byte run
                                encoding described in Appendix C. Do not compress across rows! */
#define cmpNone          0
#define cmpByteRun1      1

typedef struct {
    WORD w, h;                  /* raster width & height in pixels          */
    WORD x, y;                  /* pixel position for this image            */
    UBYTE nPlanes;              /* # source bitplanes                      */
    Masking   masking;
    Compression compression;
    UBYTE pad1;                 /* unused; ignore on read, write as 0       */
    WORD transparentColor;      /* transparent "color number" (sort of)    */
    UBYTE xAspect, yAspect;     /* pixel aspect, a ratio width : height   */
    WORD pageWidth, pageHeight; /* source "page" size in pixels           */
} BitMapHeader;
```

Fields are filed in the order shown. The UBYTE fields are byte-packed (the C compiler must not add pad bytes to the structure).

The fields `w` and `h` indicate the size of the image rectangle in pixels. Each row of the image is stored in an integral number of 16 bit words. The number of words per row is `words = ((w+15)/16)` or `Ceiling(w/16)`. The fields `x` and `y` indicate the desired position of this image within the destination picture. Some reader programs may ignore `x` and `y`. A safe default for writing an ILBM is $(x, y) = (0, 0)$.

The number of source bitplanes in the BODY chunk is stored in `nPlanes`. An ILBM with a CMAP but no BODY and `nPlanes = 0` is the recommended way to store a color map.

Note: Color numbers are color map index values formed by pixels in the destination bitmap, which may be deeper than `nPlanes` if a DEST chunk calls for merging the image into a deeper image.

The field `masking` indicates what kind of masking is to be used for this image. The value `mskNone` designates an opaque rectangular image. The value `mskHasMask` means that a mask plane is interleaved with the bitplanes in the BODY chunk (see below). The value `mskHasTransparentColor` indicates that pixels in the source planes matching `transparentColor` are to be considered "transparent". (Actually, `transparentColor` isn't a "color number" since it's matched with numbers formed by the source bitmap rather than the possibly deeper destination

"ILBM" IFF Interleaved Bitmap

bitmap. Note that having a transparent color implies ignoring one of the color registers. The value `mskLasso` indicates the reader may construct a mask by lassoing the image as in MacPaint™. To do this, put a 1 pixel border of `transparentColor` around the image rectangle. Then do a seed fill from this border. Filled pixels are to be transparent.

Issue: Include in an appendix an algorithm for converting a transparent color to a mask plane, and maybe a lasso algorithm.

A code indicating the kind of data compression used is stored in `compression`. Beware that using data compression makes your data unreadable by programs that don't implement the matching decompression algorithm. So we'll employ as few compression encodings as possible. The run encoding `byteRun1` is documented in Appendix C.

The field `pad1` is a pad byte reserved for future use. It must be set to 0 for consistency.

The `transparentColor` specifies which bit pattern means "transparent". This only applies if masking is `mskHasTransparentColor` or `mskLasso`. Otherwise, `transparentColor` should be 0. (see above)

The pixel aspect ratio is stored as a ratio in the two fields `xAspect` and `yAspect`. This may be used by programs to compensate for different aspects or to help interpret the fields `w`, `h`, `x`, `y`, `pageWidth`, and `pageHeight`, which are in units of pixels. The fraction `xAspect/yAspect` represents a pixel's width/height. It's recommended that your programs store proper fractions in the `BitMapHeader`, but aspect ratios can always be correctly compared with the test:

$$\text{xAspect} \cdot \text{yDesiredAspect} = \text{yAspect} \cdot \text{xDesiredAspect}$$

Typical values for aspect ratio are width : height = 10 : 11 for an Amiga 320 x 200 display and 1 : 1 for a Macintosh™ display.

The size in pixels of the source "page" (any raster device) is stored in `pageWidth` and `pageHeight`, e.g. (320, 200) for a low resolution Amiga display. This information might be used to scale an image or to automatically set the display format to suit the image. Note that the image can be larger than the page.

CMAP

The optional (but encouraged) property "CMAP" stores color map data as triplets of red, green, and blue intensity values. The `n` color map entries ("color registers") are stored in the order 0 through `n-1`, totaling `3n` bytes. Thus `n` is the `ckSize/3`. Normally, `n` would equal `2^nPlanes`.

A CMAP chunk contains a `ColorMap` array as defined below. Note that these typedefs assume a C compiler that implements packed arrays of 3-byte elements.

```
typedef struct {
    UBYTE red, green, blue;          /* color intensities 0..255 */
} ColorRegister;                  /* size = 3 bytes */

typedef ColorRegister ColorMap[n]; /* size = 3n bytes */
```

The color components red, green, and blue represent fractional intensity values in the range 0 through 255 256ths. White is (255, 255, 255) and black is (0, 0, 0). If your machine has less color resolution, use the high order bits. Shift each field right on reading (or left on writing) and assign it to (from) a field in a local packed format like `Color4`, below. This achieves automatic conversion of images across environments with different color resolutions. On reading an ILBM, use defaults if the color map is absent or has fewer color registers than you need. Ignore any extra color registers. (See Appendix E for a better way to write colors)

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The example type `Color4` represents the format of a color register in working memory of an Amiga computer, which has 4 bit video DACs. (The ":4" tells smarter C compilers to pack the field into 4 bits.)

```
typedef struct {
    unsigned pad1 :4, red :4, green :4, blue :4;
} Color4;                                /* Amiga RAM format. Not filed. */
```

Remember that every chunk must be padded to an even length, so a color map with an odd number of entries would be followed by a 0 byte, not included in the `ckSize`.

GRAB

The optional property "GRAB" locates a "handle" or "hotspot" of the image relative to its upper left corner, e.g. when used as a mouse cursor or a "paint brush". A GRAB chunk contains a `Point2D`.

```
typedef struct {
    WORD x, y;                      /* relative coordinates (pixels) */
} Point2D;
```

DEST

The optional property "DEST" is a way to say how to scatter zero or more source bitplanes into a deeper destination image. Some readers may ignore DEST.

The contents of a DEST chunk is `DestMerge` structure:

```
typedef struct {
    UBYTE depth;                  /* # bitplanes in the original source      */
    UBYTE pad1;                   /* unused; for consistency put 0 here      */
    UWORLD planePick;            /* how to scatter source bitplanes into destination */
    UWORLD planeOnOff;           /* default bitplane data for planePick      */
    UWORLD planeMask;            /* selects which bitplanes to store into     */
} DestMerge;
```

The low order depth number of bits in `planePick`, `planeOnOff`, and `planeMask` correspond one-to-one with destination bitplanes. Bit 0 with bitplane 0, etc. (Any higher order bits should be ignored.) "1" bits in `planePick` mean "put the next source bitplane into this bitplane", so the number of "1" bits should equal `nPlanes`. "0" bits mean "put the corresponding bit from `planeOnOff` into this bitplane". Bits in `planeMask` gate writing to the destination bitplane: "1" bits mean "write to this bitplane" while "0" bits mean "leave this bitplane alone". The normal case (with no DEST property) is equivalent to `planePick = planeMask = 2nPlanes - 1`.

Remember that color numbers are formed by pixels in the destination bitmap (depth planes deep) not in the source bitmap (`nPlanes` planes deep).

SPRT

The presence of an "SPRT" chunk indicates that this image is intended as a sprite. It's up to the reader program to actually make it a sprite, if even possible, and to use or overrule the sprite precedence data inside the SPRT chunk:

```
typedef UWORLD SpritePrecedence; /* relative precedence, 0 is the highest */
```

Precedence 0 is the highest, denoting a sprite that is foremost.

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Creating a sprite may imply other setup. E.g. a 2 plane Amiga sprite would have `transparentColor = 0`. Color registers 1, 2, and 3 in the CMAP would be stored into the correct hardware color registers for the hardware sprite number used, while CMAP color register 0 would be ignored.

CAMG

A "CAMG" chunk is specifically for the Commodore Amiga computer, readers on other computers may ignore CAMG. All Amiga-based reader and writer software should deal with CAMG. The Amiga supports many different video display modes including interlace, extra half-bright, and hold & modify. At this time a CAMG chunk contains a single long word (length=4). The high 16 bits are currently reserved by Commodore; they must be written as zeros and ignored when read. The low 16 bits of the CAMG will contain a ViewModes word. This value can be used to determine the ViewModes information in effect when the ILBM was saved. In the future CAMG may be extended to specify other information or video modes.

Some of the ViewModes flags are not appropriate to use in a CAMG, these should be masked out when writing or reading. Here are definitions for the bits to be removed:

```
#include <graphics/view.h>

#define BADFLAGS      (SPRITES|VP_HIDE|GENLOCK_AUDIO|GENLOCK_VIDEO)
#define FLAGMASK      (~BADFLAGS)
#define CAMGMASK      (FLAGMASK & 0000FFFFL)

...
camg.ViewModes    = myScreen->ViewPort.Modes & CAMGMASK; /* Writing */
NewScreen.ViewModes = camg.ViewModes & CAMGMASK;           /* Reading */
```

3. Standard "BODY" Data Chunk

Raster Layout

Raster scan proceeds left-to-right (increasing X) across scan lines, then top-to-bottom (increasing Y) down columns of scan lines. The coordinate system is in units of pixels, where (0,0) is the upper left corner.

The raster is typically organized as bitplanes in memory. The corresponding bits from each plane, taken together, make up an index into the color map which gives a color value for that pixel. The first bitplane, plane 0, is the low order bit of these color indexes.

A scan line is made of one "row" from each bitplane. A row is one planes' bits for one scan line, but padded out to a word (2 byte) boundary (not necessarily the first word boundary). Within each row, successive bytes are displayed in order and the most significant bit of each byte is displayed first.

A "mask" is an optional "plane" of data the same size (w, h) as a bitplane. It tells how to "cut out" part of the image when painting it onto another image. "One" bits in the mask mean "copy the corresponding pixel to the destination". "Zero" mask bits mean "leave this destination pixel alone". In other words, "zero" bits designate transparent pixels.

The rows of the different bitplanes and mask are interleaved in the file (see below). This localizes all the information pertinent to each scan line. It makes it much easier to transform the data while reading it to adjust the image size or depth. It also makes it possible to scroll a big image by swapping rows directly from the file without the need for random-access to all the bitplanes.

BODY

The source raster is stored in a "BODY" chunk. This one chunk holds all bitplanes and the optional mask, interleaved by row.

The BitMapHeader, in a BMHD property chunk, specifies the raster's dimensions w, h , and $nPlanes$. It also holds the `masking` field which indicates if there is a mask plane and the `compression` field which indicates the compression algorithm used. This information is needed to interpret the BODY chunk, so the BMHD chunk must appear first. While reading an ILBM's BODY, a program may convert the image to another size by filling (with `transparentColor`) or clipping.

The BODY's content is a concatenation of scan lines. Each scan line is a concatenation of one row of data from each plane in order 0 through $nPlanes - 1$ followed by one row from the mask (if `masking = hasMask`). If the BitMapHeader field `compression` is `cmpNone`, all h rows are exactly $(w+15)/16$ words wide. Otherwise, every row is compressed according to the specified algorithm and the stored widths depend on the data compression.

Reader programs that require fewer bitplanes than appear in a particular ILBM file can combine planes or drop the high-order (later) planes. Similarly, they may add bitplanes and/or discard the mask plane.

Do not compress across rows, and don't forget to compress the mask just like the bitplanes. Remember to pad any BODY chunk that contains an odd number of bytes and skip the pad when reading.

4. Nonstandard Data Chunks

The following data chunks were defined after various programs began using FORM ILBM so they are "nonstandard" chunks. See the registry document for the latest information on additional nonstandard chunks.

CRNG

A "CRNG" chunk contains "color register range" information. It's used by Electronic Arts' Deluxe Paint program to identify a contiguous range of color registers for a "shade range" and color cycling. There can be zero or more CRNG chunks in an ILBM, but all should appear before the BODY chunk. Deluxe Paint normally writes 4 CRNG chunks in an ILBM when the user asks it to "Save Picture".

```
typedef struct {
    WORD pad1;          /* reserved for future use; store 0 here */ 
    WORD rate;           /* color cycle rate */ 
    WORD flags;          /* see below */ 
    UBYTE low, high;     /* lower and upper color registers selected */ 
} CRange;
```

The bits of the `flags` word are interpreted as follows: if the low bit is set then the cycle is "active", and if this bit is clear it is not active. Normally, color cycling is done so that colors move to the next higher position in the cycle, with the color in the high slot moving around to the low slot. If the second bit of the `flags` word is set, the cycle moves in the opposite direction. As usual, the other bits of the `flags` word are reserved for future expansion. Here are the masks to test these bits:

```
#define RNG_ACTIVE 1
#define RNG_REVERSE 2
```

The fields `low` and `high` indicate the range of color registers (color numbers) selected by this `CRange`.

The field `active` indicates whether color cycling is on or off. Zero means off.

The field `rate` determines the speed at which the colors will step when color cycling is on. The units are such that a rate of 60 steps per second is represented as $2^{14} = 16384$. Slower rates can be obtained by linear scaling: for 30 steps/second, `rate` = 8192; for 1 step/second, `rate` = $16384/60 \approx 273$.

CCRT

Commodore's Graphicraft program uses a similar chunk "CCRT" (for Color Cycling Range and Timing). This chunk contains a `CycleInfo` structure.

```
typedef struct {
    WORD direction;      /* 0 = don't cycle. 1 = cycle forwards (1, 2, 3).
                           * -1 = cycle backwards (3, 2, 1) */ 
    UBYTE start, end;    /* lower and upper color registers selected */ 
    LONG seconds;         /* # seconds between changing colors plus... */ 
    LONG microseconds;   /* # microseconds between changing colors */ 
    WORD pad;             /* reserved for future use; store 0 here */ 
} CycleInfo;
```

This is very similar to a CRNG chunk. A program would probably only use one of these two methods of expressing color cycle data, new programs should use CRNG. You could write out both if you want to communicate this information to both Deluxe Paint and Graphicraft.

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Appendix A. ILBM Regular Expression

Here's a regular expression summary of the FORM ILBM syntax. This could be an IFF file or a part of one.

```
ILBM ::= "FORM" #{ "ILBM" BMHD [CMAP] [GRAB] [DEST] [SPRT] [CAMG]
                  CRNG* CCRT* [BODY] }

BMHD ::= "BMHD" #{ BitMapHeader      }
CMAP ::= "CMAP" #{ (red green blue)* } [0]
GRAB ::= "GRAB" #{ Point2D        }
DEST ::= "DEST" #{ DestMerge       }
SPRT ::= "SPRT" #{ SpritePrecedence }
CAMG ::= "CAMG" #{ LONG           }

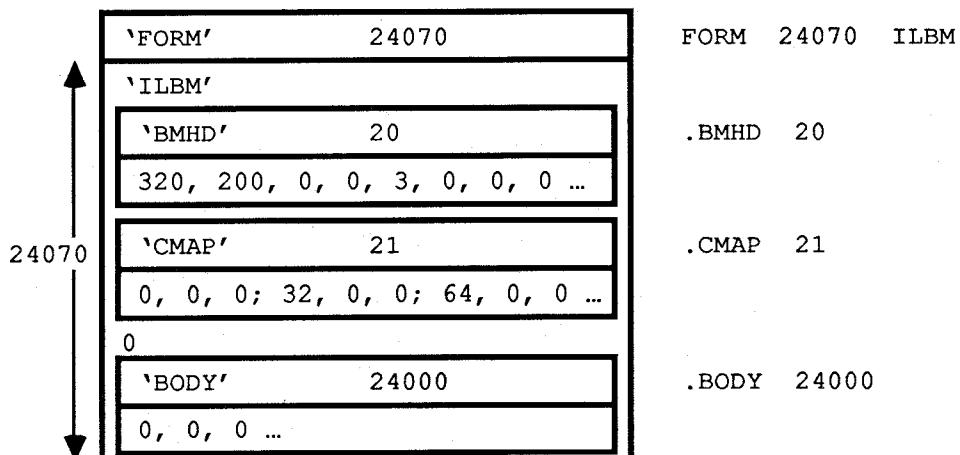
CRNG ::= "CRNG" #{ CRange          }
CCRT ::= "CCRT" #{ CycleInfo       }
BODY ::= "BODY" #{ UBYTE*         } [0]
```

The token "#" represents a ckSize LONG count of the following {braced} data bytes. E.g. a BMHD's "#" should equal sizeof(BitMapHeader). Literal strings are shown in "quotes", [square bracket items] are optional, and "*" means 0 or more repetitions. A sometimes-needed pad byte is shown as "[0]".

The property chunks BMHD, CMAP, GRAB, DEST, SPRT, CAMG and any CRNG and CCRT data chunks may actually be in any order but all must appear before the BODY chunk since ILBM readers usually stop as soon as they read the BODY. If any of the 6 property chunks are missing, default values are inherited from any shared properties (if the ILBM appears inside an IFF LIST with PROPs) or from the reader program's defaults. If any property appears more than once, the last occurrence before the BODY is the one that counts since that's the one that modifies the BODY.

Appendix B. ILBM Box Diagram

Here's a box diagram for a simple example: an uncompressed image 320 x 200 pixels x 3 bitplanes. The text to the right of the diagram shows the outline that would be printed by the IFFCheck utility program for this particular file.



The "0" after the CMAP chunk is a pad byte.

Appendix C. ByteRun1 Run Encoding

The run encoding scheme byteRun1 is best described by pseudo code for the decoder Unpacker (called UnPackBits in the Macintosh™ toolbox):

```
UnPacker:  
    LOOP until produced the desired number of bytes  
        Read the next source byte into n  
        SELECT n FROM  
            [0..127]  => copy the next n+1 bytes literally  
            [-1..-127] => replicate the next byte -n+1 times  
            -128      => no operation  
        ENDCASE;  
    ENDLOOP;
```

In the inverse routine Packer, it's best to encode a 2 byte repeat run as a replicate run except when preceded and followed by a literal run, in which case it's best to merge the three into one literal run. Always encode 3 byte repeats as replicate runs.

Remember that each row of each scan line of a raster is separately packed.

Appendix D. Standards Committee

The following people contributed to the design of this FORM ILBM standard:

Bob "Kodiak" Burns, Commodore-Amiga
R. J. Mical, Commodore-Amiga
Jerry Morrison, Electronic Arts
Greg Riker, Electronic Arts
Steve Shaw, Electronic Arts
Dan Silva, Electronic Arts
Barry Walsh, Commodore-Amiga

Appendix E. IFF Hints

Hints on ILBM files from Jerry Morrison, Oct 1988. How to avoid some pitfalls when reading ILBM files:

- Don't ignore the BitMapHeader.masking field. A bitmap with a mask (such as a partially-transparent DPaint brush or a DPaint picture with a stencil) will read as garbage if you don't de-interleave the mask.
- Don't assume all images are compressed. Narrow images aren't usually run-compressed since that would actually make them longer.
- Don't assume a particular image size. You may encounter overscan pictures and PAL pictures.

There's a better way to read a BODY than the example IFF code. The GetBODY routine should call a GetScanline routine once per scan line, which calls a GetRow routine for each bitplane in the file. This in turn calls a GetUnpackedBytes routine, which calls a GetBytes routine as needed and unpacks the result. (If the picture is uncompressed, GetRow calls GetBytes directly.) Since the unpacker knows how many packed bytes to read, this avoids juggling buffers for a memory-to-memory UnPackBytes routine.

Caution: If you make many AmigaDOS calls to read or write a few bytes at a time, performance will be mud! AmigaDOS has a high overhead per call, even with RAM disk. So use buffered read/write routines.

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Different hardware display devices have different color resolutions:

<u>Device</u>	<u>R:G:B bits</u>	<u>maxColor</u>
Mac SE	1	1
IBM EGA	2:2:2	3
Atari ST	3:3:3	7
Amiga	4:4:4	15
CD-I	5:5:5	31
IBM VGA	6:6:6	63
Mac II	8:8:8	255

An ILBM CMAP defines 8 bits of Red, Green and Blue (ie. 8:8:8 bits of R:G:B). When displaying on hardware which has less color resolution, just take the high order bits. For example, to convert ILBM's 8-bit Red to the Amiga's 4-bit Red, right shift the data by 4 bits ($R4 := R8 \gg 4$).

To convert hardware colors to ILBM colors, the ILBM specification says just set the high bits ($R8 := R4 \ll 4$). But you can transmit higher contrast to foreign display devices by scaling the data [0..maxColor] to the full range [0..255]. In other words, $R8 := (Rn \times 255) + \text{maxColor}$. (Example #1: EGA color 1:2:3 scales to 85:170:255. Example #2: Amiga 15:7:0 scales to 255:119:0) This makes a big difference where maxColor is less than 15. In the extreme case, Mac SE white (1) should be converted to ILBM white (255), not to ILBM gray (128).

CGA and EGA subtleties

IBM EGA colors in 350 scan line mode are 2:2:2 bits of R:G:B, stored in memory as xxR'G'B'RGB. That's 3 low-order bits followed by 3 high-order bits.

IBM CGA colors are 4 bits stored in a byte as xxxxIRGB. (EGA colors in 200 scan line modes are the same as CGA colors, but stored in memory as xxxIxRGB.) That's 3 high-order bits (one for each of R, G, and B) plus one low-order "Intensity" bit for all 3 components R, G, and B. Exception: IBM monitors show IRGB = 0110 as brown, which is really the EGA color R:G:B = 2:1:0, not dark yellow 2:2:0.

"FTXT" IFF Formatted Text

Date: November 15, 1985 (Updated Oct, 1988 Commodore-Amiga, Inc.)
From: Steve Shaw and Jerry Morrison, Electronic Arts and Bob "Kodiak" Burns, Commodore-Amiga
Status: Adopted

1. Introduction

This memo is the IFF supplement for FORM FTXT. An FTXT is an IFF "data section" or "FORM type"—which can be an IFF file or a part of one—containing a stream of text plus optional formatting information."EA IFF 85" is Electronic Arts' standard for interchange format files. (See the IFF reference.)

An FTXT is an archival and interchange representation designed for three uses. The simplest use is for a "console device" or "glass teletype" (the minimal 2-D text layout means): a stream of "graphic" ("printable") characters plus positioning characters "space" ("SP") and line terminator ("LF"). This is not intended for cursor movements on a screen although it does not conflict with standard cursor-moving characters. The second use is text that has explicit formatting information (or "looks") such as font family and size, typeface, etc. The third use is as the lowest layer of a structured document that also has "inherited" styles to implicitly control character looks. For that use, FORMs FTXT would be embedded within a future document FORM type. The beauty of FTXT is that these three uses are interchangeable, that is, a program written for one purpose can read and write the others' files. So a word processor does not have to write a separate plain text file to communicate with other programs.

Text is stored in one or more "CHRS" chunks inside an FTXT. Each CHRS contains a stream of 8-bit text compatible with ISO and ANSI data interchange standards. FTXT uses just the central character set from the ISO/ANSI standards. (These two standards are henceforth called "ISO/ANSI" as in "see the ISO/ANSI reference".)

Since it's possible to extract just the text portions from future document FORM types, programs can exchange data without having to save both plain text and formatted text representations.

Character looks are stored as embedded control sequences within CHRS chunks. This document specifies which class of control sequences to use: the CSI group. This document does not yet specify their meanings, e.g. which one means "turn on italic face". Consult ISO/ANSI.

Section 2 defines the chunk types character stream "CHRS" and font specifier "FONS". These are the "standard" chunks. Specialized chunks for private or future needs can be added later. Section 3 outlines an FTXT reader program that strips a document down to plain unformatted text. Appendix A is a code table for the 8-bit ISO/ANSI character set used here. Appendix B is an example FTXT shown as a box diagram. Appendix C is a racetrack diagram of the syntax of ISO/ANSI control sequences.

Reference:

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IFF: EA IFF 85 Standard for Interchange Format Files describes the underlying conventions for all IFF files.

ISO/ANSI: ISO/DIS 6429.2 and ANSI X3.64-1979. International Organization for Standardization (ISO) and American National Standards Institute (ANSI) data-interchange standards. The relevant parts of these two standards documents are identical. ISO standard 2022 is also relevant.

2. Standard Data and Property Chunks

The main contents of a FORM FTXT is in its character stream "CHRS" chunks. Formatting property chunks may also appear. The only formatting property yet defined is "FONS", a font specifier. A FORM FTXT with no CHRS represents an empty text stream. A FORM FTXT may contain nested IFF FORMs, LISTS, or CATs, although a "stripping" reader (see section 3) will ignore them.

Character Set

FORM FTXT uses the core of the 8-bit character set defined by the ISO/ANSI standards cited at the start of this document. (See Appendix A for a character code table.) This character set is divided into two "graphic" groups plus two "control" groups. Eight of the control characters begin ISO/ANSI standard control sequences. (See "Control Sequences", below.) Most control sequences and control characters are reserved for future use and for compatibility with ISO/ANSI. Current reader programs should skip them.

- C0 is the group of control characters in the range NUL (hex 0) through hex 1F. Of these, only LF (hex 0A) and ESC (hex 1B) are significant. ESC begins a control sequence. LF is the line terminator, meaning "go to the first horizontal position of the next line". All other C0 characters are not used. In particular, CR (hex 0D) is not recognized as a line terminator.
- G0 is the group of graphic characters in the range hex 20 through hex 7F. SP (hex 20) is the space character. DEL (hex 7F) is the delete character which is not used. The rest are the standard ASCII printable characters "!" (hex 21) through "~" (hex 7E).
- C1 is the group of extended control characters in the range hex 80 through hex 9F. Some of these begin control sequences. The control sequence starting with CSI (hex 9B) is used for FTXT formatting. All other control sequences and C1 control characters are unused.
- G1 is the group of extended graphic characters in the range NBSP (hex A0) through "ÿ" (hex FF). It is one of the alternate graphic groups proposed for ISO/ANSI standardization.

Control Sequences

Eight of the control characters begin ISO/ANSI standard "control sequences" (or "escape sequences"). These sequences are described below and diagrammed in Appendix C.

```
G0      ::= (SP through DEL)
G1      ::= (NBSP through "ÿ")

ESC-Seq ::= ESC (SP through "/")* ("0" through "~")
ShiftToG2 ::= SS2 G0
ShiftToG3 ::= SS3 G0
CSI-Seq  ::= CSI (SP through "?")* ("@" through "~")
DCS-Seq   ::= (DCS | OSC | PM | APC) (SP through "~" | G1)* ST
```

"ESC-Seq" is the control sequence ESC (hex 1B), followed by zero or more characters in the range SP through "/" (hex 20 through hex 2F), followed by a character in the range "0" through "~" (hex 30 through hex 7E). These sequences are reserved for future use and should be skipped by current FTXT reader programs.

SS2 (hex 8E) and SS3 (hex 8F) shift the single following G0 character into yet-to-be-defined graphic sets G2 and G3, respectively. These sequences should not be used until the character sets G2 and G3 are standardized. A reader may simply skip the SS2 or SS3 (taking the following character as a corresponding G0 character) or replace the two-character sequence with a character like "?" to mean "absent".

FTXT uses "CSI-Seq" control sequences to store character formatting (font selection by number, type face, and text size) and perhaps layout information (position and rotation). "CSI-Seq" control sequences start with CSI (the "control sequence introducer", hex 9B). Syntactically, the sequence includes zero or more characters in the range SP through

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"?" (hex 20 through hex 3F) and a concluding character in the range "@" through "~" (hex 40 through hex 7E). These sequences may be skipped by a minimal FXTXT reader, i.e. one that ignores formatting information.

Note: A future FXTXT standardization document will explain the uses of CSI-Seq sequences for setting character face (light weight vs. medium vs. bold, italic vs. upright, height, pitch, position, and rotation). For now, consult the ISO/ANSI references.

"DCS-Seq" is the control sequences starting with DCS (hex 90), OSC (hex 9D), PM (hex 9E), or APC (hex 9F), followed by zero or more characters each of which is in the range SP through "~" (hex 20 through hex 7E) or else a G1 character, and terminated by an ST (hex 9C). These sequences are reserved for future use and should be skipped by current FXTXT reader programs.

Data Chunk CHRS

A CHRS chunk contains a sequence of 8-bit characters abiding by the ISO/ANSI standards cited at the start of this document. This includes the character set and control sequences as described above and summarized in Appendix A and C.

A FORM FXTXT may contain any number of CHRS chunks. Taken together, they represent a single stream of textual information. That is, the contents of CHRS chunks are effectively concatenated except that (1) each control sequence must be completely within a single CHRS chunk, and (2) any formatting property chunks appearing between two CHRS chunks affects the formatting of the latter chunk's text. Any formatting settings set by control sequences inside a CHRS carry over to the next CHRS in the same FORM FXTXT. All formatting properties stop at the end of the FORM since IFF specifies that adjacent FORMs are independent of each other (although not independent of any properties inherited from an enclosing LIST or FORM).

Property Chunk FONS

The optional property "FONS" holds a FontSpecifier as defined in the C declaration below. It assigns a font to a numbered "font register" so it can be referenced by number within subsequent CHRS chunks. (This function is not provided within the ISO and ANSI standards.) The font specifier gives both a name and a description for the font so the recipient program can do font substitution.

By default, CHRS text uses font 1 until it selects another font. A minimal text reader always uses font 1. If font 1 hasn't been specified, the reader may use the local system font as font 1.

```
typedef struct {
    UBYTE id;          /* 0 through 9 is a font id number referenced by an SGR
                           control sequence selective parameter of 10 through 19.
                           Other values are reserved for future standardization. */
    UBYTE pad1;        /* reserved for future use; store 0 here */
    UBYTE proportional; /* proportional font? 0 = unknown, 1 = no, 2 = yes */
    UBYTE serif;       /* serif font? 0 = unknown, 1 = no, 2 = yes */
    char name[];      /* A NUL-terminated string naming the preferred font. */
} FontSpecifier;
```

Fields are filed in the order shown. The UBYTE fields are byte-packed (2 per 16-bit word). The field pad1 is reserved for future standardization. Programs should store 0 there for now.

The field proportional indicates if the desired font is proportional width as opposed to fixed width. The field serif indicates if the desired font is serif as opposed to sans serif. [Issue: Discuss font substitution!]

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Future Properties

New optional property chunks may be defined in the future to store additional formatting information. They will be used to represent formatting not encoded in standard ISO/ANSI control sequences and for "inherited" formatting in structured documents. Text orientation might be one example.

Positioning Units

Unless otherwise specified, position and size units used in FTXT formatting properties and control sequences are in decipoints (720 decipoints/inch). This is ANSI/ISO Positioning Unit Mode (PUM) 2. While a metric standard might be nice, decipoints allow the existing U.S.A. typographic units to be encoded easily, e.g. "12 points" is "120 decipoints".

3. FTXT Stripper

An FTXT reader program can read the text and ignore all formatting and structural information in a document FORM that uses FORMs FTXT for the leaf nodes. This amounts to stripping a document down to a stream of plain text. It would do this by skipping over all chunks except FTXT.CHRS (CHRS chunks found inside a FORM FTXT) and within the FTXT.CHRS chunks skipping all control characters and control sequences. (Appendix C diagrams this text scanner.) It may also read FTXT.FONS chunks to find a description for font 1.

Here's a Pascal-ish program for an FTXT stripper. Given a FORM (a document of some kind), it scans for all FTXT.CHRS chunks. This would likely be applied to the first FORM in an IFF file.

```
PROCEDURE ReadFORM4CHRS(); {Read an IFF FORM for FTXT.CHRS chunks.}
BEGIN
  IF the FORM's subtype = "FTXT"
    THEN ReadFTXT4CHRS()
    ELSE WHILE something left to read in the FORM DO BEGIN
      read the next chunk header;
      CASE the chunk's ID OF
        "LIST", "CAT ": ReadCAT4CHRS();
        "FORM": ReadFORM4CHRS();
        OTHERWISE skip the chunk's body;
      END
    END
  END;

{Read a LIST or CAT for all FTXT.CHRS chunks.}
PROCEDURE ReadCAT4CHRS();
BEGIN
  WHILE something left to read in the LIST or CAT DO BEGIN
    read the next chunk header;
    CASE the chunk's ID OF
      "LIST", "CAT ": ReadCAT4CHRS();
      "FORM": ReadFORM4CHRS();
      "PROP": IF we're reading a LIST AND the PROP's subtype = "FTXT"
        THEN read the PROP for "FONS" chunks;
      OTHERWISE error--malformed IFF file;
    END
  END
END;
```

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```
PROCEDURE ReadFTXT4CHRS(); {Read a FORM FTXT for CHRS chunks.}
BEGIN
  WHILE something left to read in the FORM FTXT DO BEGIN
    read the next chunk header;
    CASE the chunk's ID OF
      "CHRS": ReadCHRS();
      "FONS": BEGIN
        read the chunk's contents into a FontSpecifier variable;
        IF the font specifier's id = 1 THEN use this font;
      END;
      OTHERWISE skip the chunk's body;
    END
  END
END;

{Read an FTXT.CHRS. Skip all control sequences and unused control chars.}
PROCEDURE ReadCHRS();
BEGIN
  WHILE something left to read in the CHRS chunk DO
    CASE read the next character OF
      LF: start a new output line;
      ESC: SkipControl([' '...''], ['0'...'~']);
      IN [' '...'~'], IN [NBSP...'ÿ']: output the character;
      SS2, SS3: ; {Just handle the following G0 character directly,
                    ignoring the shift to G2 or G3.}
      CSI: SkipControl([' '...'?'], ['@'...'~']);
      DCS, OSC, PM, APC: SkipControl([' '...'~'] + [NBSP...'ÿ'], [ST]);
    END
  END;

{Skip a control sequence of the format (rSet)* (tSet), i.e. any number of
 characters in the set rSet followed by a character in the set tSet.}
PROCEDURE SkipControl(rSet, tSet);
VAR c: CHAR;
BEGIN
  REPEAT c := read the next character
    UNTIL c NOT IN rSet;
  IF c NOT IN tSet
    THEN put character c back into the input stream;
END
```

The following program is an optimized version of the above routines ReadFORM4CHRS and ReadCAT4CHRS for the case where you're ignoring fonts as well as formatting. It takes advantage of certain facts of the IFF format to read a document FORM and its nested FORMs, LISTs, and CATs without a stack. In other words, it's a hack that ignores all fonts and faces to cheaply get to the plain text of the document.

```
{Cheap scan of an IFF FORM for FTXT.CHRS chunks.}
PROCEDURE ScanFORM4CHRS();
BEGIN
  IF the document FORM's subtype = "FTXT"
    THEN ReadFTXT4CHRS()
  ELSE WHILE something left to read in the FORM DO BEGIN
    read the next chunk header;
    IF it's a group chunk (LIST, FORM, PROP, or CAT)
```

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```

THEN read its subtype ID;
CASE the chunk's ID OF
    "LIST", "CAT "::;      {NOTE: See explanation below.*}
    "FORM": IF this FORM's subtype = "FTXT" THEN ReadFTXT4CHRS()
        ELSE;                  {NOTE: See explanation below.*}
        OTHERWISE skip the chunk's body;
    END
END
END;

```

*Note: This implementation is subtle. After reading a group header other than FORM FTXT it just continues reading. This amounts to reading all the chunks inside that group as if they weren't nested in a group.

Appendix A: Character Code Table

This table corresponds to the ISO/DIS 6429.2 and ANSI X3.64-1979 8-bit character set standards. Only the core character set of those standards is used in FTXT.

Two G1 characters aren't defined in the standards and are shown as dark gray entries in this table. Light gray shading denotes control characters. (DEL is a control character although it belongs to the graphic group G0.)

ISO/DIS 6429.2 and ANSI X3.64-1979 Character Code Table

LSN	Most Significant Nibble (hex digit)																
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0	NUL		SP	0	@	P	`	p			DCS	NBSP	.	À	Ð	à	ø
1			!	1	A	Q	a	q				í	±	Á	Ñ	ñ	
2			"	2	B	R	b	r				¢	²	Â	Ò	ò	
3			#	3	C	S	c	s				£	³	Ã	Ó	ó	
4			\$	4	D	T	d	t				¤	'	Ä	Ö	ö	
5			%	5	E	U	e	u				¥	µ	Å	Õ	õ	
6			&	6	F	V	f	v				-	¶	Æ	Ö	æ	
7			'	7	G	W	g	w				§	•	C	X	÷	
8			(8	H	X	h	x				"	,	É	Ø	è	
9)	9	I	Y	i	y				©	¹	É	Ù	ù	
A	LF		*	:	J	Z	j	z				ª	º	Ê	Ú	é	
B		ESC	:	;	K	[k	{			CSI	«	»	Ë	Û	ú	
C	CR		,	<	L	\	l				ST	—	1/4	Î	Ü	ì	
D			-	=	M]	m	}			OSC	SHY	1/2	Í	Ý	ý	
E			.	>	N	^	n	~			PM	®	3/4	Î	P	í	
F			/	?	O	_	o	DEL			SS2	-	‡	Ï	ß	ÿ	
											SS3	APC					

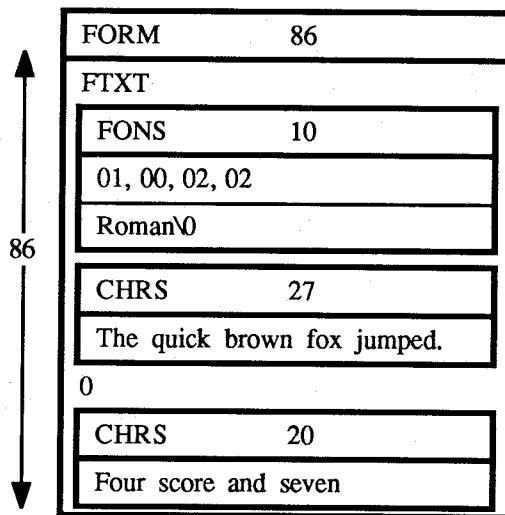
Control group C0 Graphic group G0 Control group C1 Graphic group G1

"NBSP" is a "non-breaking space"

"SHY" is a "soft hyphen"

Appendix B. FTXT Example

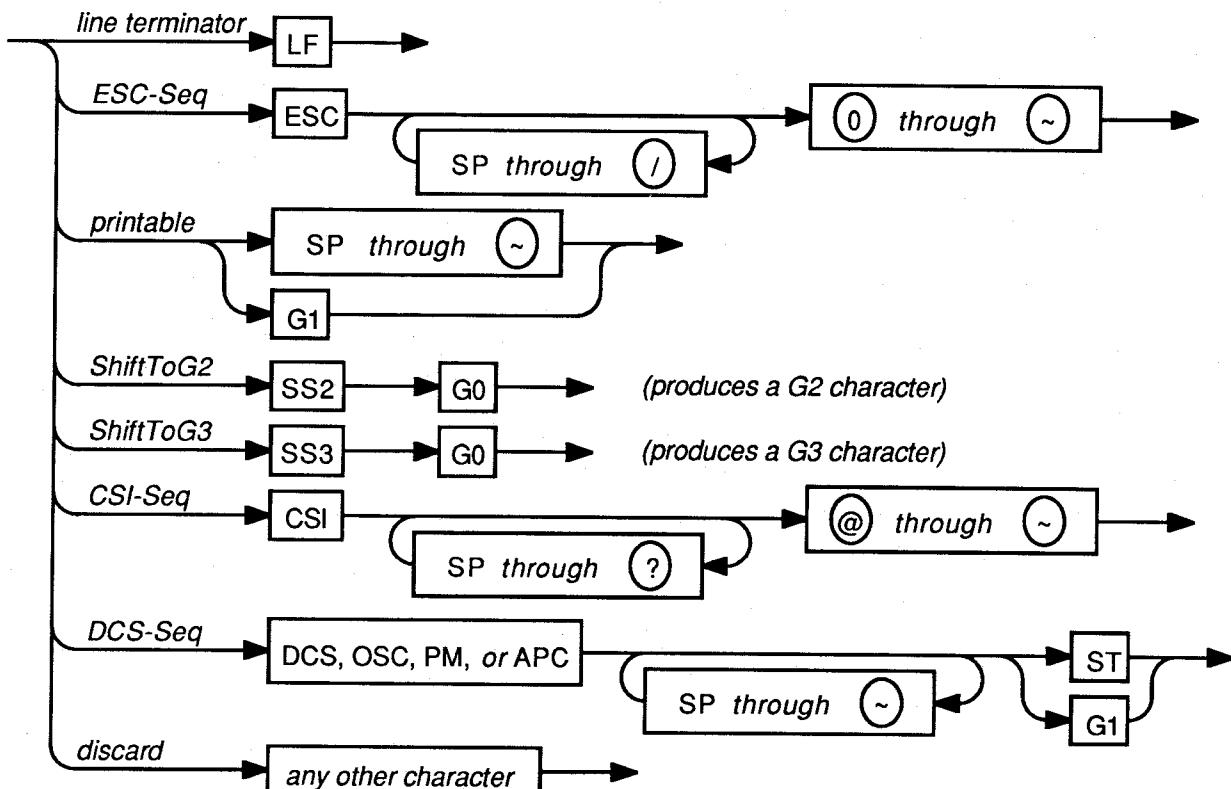
Here's a box diagram for a simple example: "The quick brown fox jumped.Four score and seven", written in a proportional serif font named "Roman".



The "0" after the first CHRS chunk is a pad byte.

Appendix C. ISO/ANSI Control Sequences

This is a racetrack diagram of the ISO/ANSI characters and control sequences as used in FTXT CHRS chunks.



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Of the various control sequences, only CSI-Seq is used for FTXT character formatting information. The others are reserved for future use and for compatibility with ISO/ANSI standards. Certain character sequences are syntactically malformed, e.g. CSI followed by a C0, C1, or G1 character. Writer programs should not generate reserved or malformed sequences and reader programs should skip them.

Consult the ISO/ANSI standards for the meaning of the CSI-Seq control sequences.

The two character set shifts SS2 and SS3 may be used when the graphic character groups G2 and G3 become standardized.

"SMUS" IFF Simple Musical Score

Date: February 20, 1987 (SID_Clef and SID_Tempo added Oct, 1988)
From: Jerry Morrison, Electronic Arts
Status: Adopted

1. Introduction

This is a reference manual for the data interchange format "SMUS", which stands for Simple MUtical Score. "EA IFF 85" is Electronic Arts' standard for interchange format files. A FORM (or "data section") such as FORM SMUS can be an IFF file or a part of one. [See ["EA IFF 85" Electronic Arts Interchange File Format](#).]

SMUS is a practical data format for uses like moving limited scores between programs and storing theme songs for game programs. The format should be geared for easy read-in and playback. So FORM SMUS uses the compact time encoding of Common Music Notation (half notes, dotted quarter rests, etc.). The SMUS format should also be structurally simple. So it has no provisions for fancy notational information needed by graphical score editors or the more general timing (overlapping notes, etc.) and continuous data (pitch bends, etc.) needed by performance-oriented MIDI recorders and sequencers. Complex music programs may wish to save in a more complete format, but still import and export SMUS when requested.

A SMUS score can say which "instruments" are supposed play which notes. But the score is independent of whatever output device and driver software is used to perform the notes. The score can contain device- and driver-dependent instrument data, but this is just a cache. As long as a SMUS file stays in one environment, the embedded instrument data is very convenient. When you move a SMUS file between programs or hardware configurations, the contents of this cache usually become useless.

Like all IFF formats, SMUS is a filed or "archive" format. It is completely independent of score representations in working memory, editing operations, user interface, display graphics, computation hardware, and sound hardware. Like all IFF formats, SMUS is extensible.

SMUS is not an end-all musical score format. Other formats may be more appropriate for certain uses. (We'd like to design an general-use IFF score format "GSCR". FORM GSCR would encode fancy notational data and performance data. There would be a SMUS to/from GSCR converter.)

Section 2 gives important background information. Section 3 details the SMUS components by defining the required property score header "SHDR", the optional text properties name "NAME", copyright "(c)", and author "AUTH", optional text annotation "ANNO", the optional instrument specifier "INS1", and the track data chunk "TRAK". Section 4 defines some chunks for particular programs to store private information. These are "standard" chunks; specialized chunks for future needs can be added later. Appendix A is a quick-reference summary. Appendix B is an example box diagram. Appendix C names the committee responsible for this standard.

References:

["EA IFF 85" Standard for Interchange Format Files](#) describes the underlying conventions for all IFF files.
["8SVX" IFF 8-Bit Sampled Voice](#) documents a data format for sampled instruments.
MIDI: [Musical Instrument Digital Interface Specification 1.0](#), International MIDI Association, 1983.
SSSP: See various articles on Structured Sound Synthesis Project in [Foundations of Computer Music](#).

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2. Background

Here's some background information on score representation in general and design choices for SMUS.

First, we'll borrow some terminology from the Structured Sound Synthesis Project. [See the SSSP reference.] A "musical note" is one kind of *scheduled event*. Its properties include an *event duration*, an *event delay*, and a *timbre object*. The *event duration* tells the scheduler how long the note should last. The *event delay* tells how long after starting this note to wait before starting the next event. The *timbre object* selects sound driver data for the note; an "instrument" or "timbre". A "rest" is a sort of a null event. Its only property is an event delay.

Classical Event Durations

SMUS is geared for "classical" scores, not free-form performances. So its event durations are classical (whole note, dotted quarter rest, etc.). SMUS can tie notes together to build a "note event" with an unusual event duration. The set of useful classical durations is very small. So SMUS needs only a handful of bits to encode an event duration. This is very compact. It's also very easy to display in Common Music Notation (CMN).

Tracks

The events in a SMUS score are grouped into parallel "tracks". Each track is a linear stream of events.

Why use tracks? Tracks serve 4 functions:

1. Tracks make it possible to encode event delays very compactly. A "classical" score has chorded notes and sequential notes; no overlapping notes. That is, each event begins either simultaneous with or immediately following the previous event in that track. So each event delay is either 0 or the same as the event's duration. This binary distinction requires only one bit of storage.
2. Tracks represent the "voice tracks" in Common Music Notation. CMN organizes a score in parallel staves, with one or two "voice tracks" per staff. So one or two SMUS tracks represents a CMN staff.
3. Tracks are a good match to available sound hardware. We can use "instrument settings" in a track to store the timbre assignments for that track's notes. The instrument setting may change over the track.

Furthermore, tracks can help to allocate notes among available output channels or performance devices or tape recorder "tracks". Tracks can also help to adapt polyphonic data to monophonic output channels.

4. Tracks are a good match to simple sound software. Each track is a place to hold state settings like "dynamic mark *pp*", "time signature 3/4", "mute this track", etc., just as it's a context for instrument settings. This is a lot like a text stream with running "font" and "face" properties (attributes). Running state is usually more compact than, say, storing an instrument setting in every note event. It's also a useful way to organize "attributes" of notes. With "running track state" we can define new note attributes in an upward- and backward-compatible way.

Running track state can be expanded (run decoded) while loading a track into memory or while playing the track. The runtime track state must be reinitialized every time the score is played.

Separated vs. interleaved tracks. Multi-track data could be stored either as separate event streams or interleaved into one stream. To interleave the streams, each event has to carry a "track number" attribute.

If we were designing an editable score format, we might interleave the streams so that nearby events are stored nearby. This helps when searching the data, especially if you can't fit the entire score into memory at once. But it takes extra storage for the track numbers and may take extra work to manipulate the interleaved tracks.

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The musical score format FORM SMUS is intended for simple loading and playback of small scores that fit entirely in main memory. So we chose to store its tracks separately.

There can be up to 255 tracks in a FORM SMUS. Each track is stored as a TRAK chunk. The count of tracks (the number of TRAK chunks) is recorded in the SHDR chunk at the beginning of the FORM SMUS. The TRAK chunks appear in numerical order 1, 2, 3, This is also priority order, most important track first. A player program that can handle up to N parallel tracks should read the first N tracks and ignore any others.

The different tracks in a score may have different lengths. This is true both of storage length and of playback duration.

Instrument Registers

Instrument reference. In SSSP, each note event points to a "timbre object" which supplies the "instrument" (the sound driver data) for that note. FORM SMUS stores these pointers as a "current instrument setting" for each track. It's just a run encoded version of the same information. SSSP uses a symbol table to hold all the pointers to "timbre object". SMUS uses INS1 chunks for the same purpose. They name the score's instruments.

The actual instrument data to use depends on the playback environment, but we want the score to be independent of environment. Different playback environments have different audio output hardware and different sound driver software. And there are channel allocation issues like how many output channels there are, which ones are polyphonic, and which I/O ports they're connected to. If you use MIDI to control the instruments, you get into issues of what kind of device is listening to each MIDI channel and what each of its presets sounds like. If you use computer-based instruments, you need driver-specific data like waveform tables and oscillator parameters.

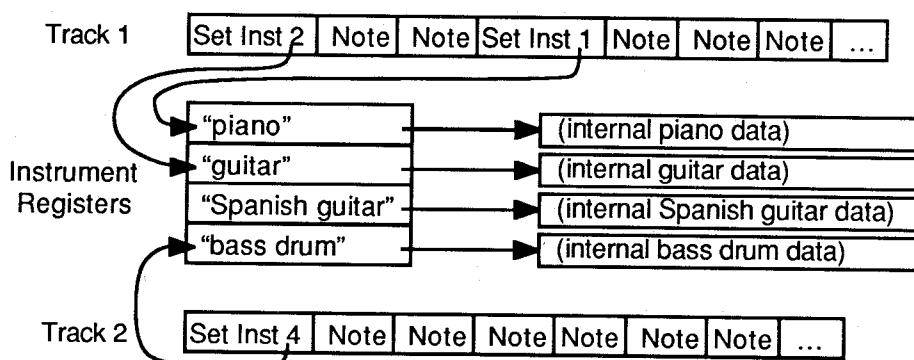
We just want some orchestration. If the score wants a "piano", we let the playback program find a "piano".

Instrument reference by name. A reference from a SMUS score to actual instrument data is normally by name. The score simply names the instrument, for instance "tubular bells". It's up to the player program to find suitable instrument data for its output devices. (More on locating instruments below.)

Instrument reference by MIDI channel and preset. A SMUS score can also ask for a specific MIDI channel number and preset number. MIDI programs may honor these specific requests. But these channel allocations can become obsolete or the score may be played without MIDI hardware. In such cases, the player program should fall back to instrument reference by name.

Instrument reference via instrument register. Each reference from a SMUS track to an instrument is via an "instrument register". Each track selects an instrument register which in turn points to the specific instrument data.

Each score has an array of instrument registers. Each track has a "current instrument setting", which is simply an index number into this array. This is like setting a raster image's pixel to a specific color number (a reference to a color value through a "color register") or setting a text character to a specific font number (a reference to a font through a "font register"). This is diagramed below:



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Locating instrument data by name. "INS1" chunks in a SMUS score name the instruments to use for that score. The player program uses these names to locate instrument data.

To locate instrument data, the player performs these steps:

For each instrument register, check for a suitable instrument with the right name...

{ "Suitable" means usable with an available output device and driver.}

{ Use case independent name comparisons. }

1. Initialize the instrument register to point to a built-in default instrument.
{ Every player program must have default instruments. Simple programs stop here. For fancier programs, the default instruments are a backstop in case the search fails. }
2. Check any instrument FORMs embedded in the FORM SMUS. (This is an "instrument cache".)
3. Else check the default instruments.
4. Else search the local "instrument library". (The library might simply be a disk directory.)
5. If all else fails, display the desired instrument name and ask the user to pick an available one.

This algorithm can be implemented to varying degrees of fanciness. It's ok to stop searching after step 1, 2, 3, or 4. If exact instrument name matches fail, it's ok to try approximate matches. E.g. search for any kind of "guitar" if you can't find a "Spanish guitar". In any case, a player only has to search for instruments while loading a score.

When the embedded instruments are suitable, they save the program from asking the user to insert the "right" disk in a drive and searching that disk for the "right" instrument. But it's just a cache. In practice, we rarely move scores between environments so the cache often works. When the score is moved, embedded instruments must be discarded (a cache miss) and other instrument data used.

Be careful to distinguish an instrument's name from its filename—the contents name vs. container name. A musical instrument FORM should contain a NAME chunk that says what instrument it really is. Its filename, on the other hand, is a handle used to locate the FORM. Filenames are affected by external factors like drives, directories, and filename character and length limits. Instrument names are not.

Issue: Consider instrument naming conventions for consistency. Consider a naming convention that aids approximate matches. E.g. we could accept "guitar, bass1" if we didn't find "guitar, bass". Failing that, we could accept "guitar" or any name starting with "guitar".

Set instrument events. If the player implements the set-instrument score event, each track can change instrument numbers while playing. That is, it can switch between the loaded instruments.

Initial instrument settings. Each time a score is played, every track's running state information must be initialized. Specifically, each track's instrument number should be initialized to its track number. Track 1 to instrument 1, etc. It's as if each track began with a set-instrument event.

In this way, programs that don't implement the set-instrument event still assign an instrument to each track. The INS1 chunks imply these initial instrument settings.

MIDI Instruments

As mentioned above, A SMUS score can also ask for MIDI instruments. This is done by putting the MIDI channel

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and preset numbers in an INS1 chunk with the instrument name. Some programs will honor these requests while others will just find instruments by name.

MIDI Recorder and sequencer programs may simply transcribe the MIDI channel and preset commands in a recording session. For this purpose, set-MIDI-channel and set-MIDI-preset events can be embedded in a SMUS score's tracks. Most programs should ignore these events. An editor program that wants to exchange scores with such programs should recognize these events. It should let the user change them to the more general set-instrument events.

3. Standard Data and Property Chunks

A FORM SMUS contains a required property "SHDR" followed by any number of parallel "track" data chunks "TRAK". Optional property chunks such as "NAME", copyright "(c)", and instrument reference "INS1" may also appear. Any of the properties may be shared over a LIST of FORMs SMUS by putting them in a PROP SMUS. [See the IFF reference.]

Required Property SHDR

The required property "SHDR" holds an SScoreHeader as defined in these C declarations and following documentation. An SHDR specifies global information for the score. It must appear before the TRAKs in a FORM SMUS.

```
#define ID_SMUS MakeID('S', 'M', 'U', 'S')
#define ID_SHDR MakeID('S', 'H', 'D', 'R')

typedef struct {
    UWORD tempo;           /* tempo, 128ths quarter note/minute */
    UBYTE volume;          /* overall playback volume 0 through 127 */
    UBYTE ctTrack;         /* count of tracks in the score */
} SScoreHeader;
```

[Implementation details. In the C struct definitions in this memo, fields are filed in the order shown. A UBYTE field is packed into an 8-bit byte. Programs should set all "pad" fields to 0. MakeID is a C macro defined in the main IFF document and in the source file IFF.h.]

The field `tempo` gives the nominal tempo for all tracks in the score. It is expressed in 128ths of a quarter note per minute, i.e. 1 represents 1 quarter note per 128 minutes while 12800 represents 100 quarter notes per minute. You may think of this as a fixed point fraction with a 9-bit integer part and a 7-bit fractional part (to the right of the point). A coarse-tempoed program may simply shift `tempo` right by 7 bits to get a whole number of quarter notes per minute. The `tempo` field can store tempi in the range 0 up to 512. The playback program may adjust this tempo, perhaps under user control.

Actually, this global `tempo` could actually be just an initial tempo if there are any "set tempo" SEvents inside the score (see TRAK, below). Or the global tempo could be scaled by "scale tempo" SEvents inside the score. These are potential extensions that can safely be ignored by current programs. [See More SEvents To Be Defined, below.]

The field `volume` gives an overall nominal playback volume for all tracks in the score. The range of `volume` values 0 through 127 is like a MIDI key velocity value. The playback program may adjust this volume, perhaps under direction of a user "volume control".

Actually, this global volume level could be scaled by dynamic-mark SEvents inside the score (see TRAK, below).

The field `ctTrack` holds the count of tracks, i.e. the number of TRAK chunks in the FORM SMUS (see below). This information helps the reader prepare for the following data.

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A playback program will typically load the score and call a driver routine `PlayScore(tracks, tempo, volume)`, supplying the tempo and volume from the SHDR chunk.

Optional Text Chunks NAME, (c), AUTH, ANNO

Several text chunks may be included in a FORM SMUS to keep ancillary information.

The optional property "NAME" names the musical score, for instance "Fugue in C".

The optional property "(c)" holds a copyright notice for the score. The chunk ID "(c)" serves the function of the copyright characters "©". E.g. a "(c)" chunk containing "1986 Electronic Arts" means "© 1986 Electronic Arts".

The optional property "AUTH" holds the name of the score's author.

The chunk types "NAME", "(c)", and "AUTH" are property chunks. Putting more than one NAME (or other) property in a FORM is redundant. Just the last NAME counts. A property should be shorter than 256 characters. Properties can appear in a PROP SMUS to share them over a LIST of FORMs SMUS.

The optional data chunk "ANNO" holds any text annotations typed in by the author.

An ANNO chunk is not a property chunk, so you can put more than one in a FORM SMUS. You can make ANNO chunks any length up to $2^{31} - 1$ characters, but 32767 is a practical limit. Since they're not properties, ANNO chunks don't belong in a PROP SMUS. That means they can't be shared over a LIST of FORMs SMUS.

Syntactically, each of these chunks contains an array of 8-bit ASCII characters in the range " " (SP, hex 20) through "˜" (tilde, hex 7F), just like a standard "TEXT" chunk. [See "Strings, String Chunks, and String Properties" in "EA IFF 85" Electronic Arts Interchange File Format.] The chunk's `ckSize` field holds the count of characters.

```
#define ID_NAME MakeID('N', 'A', 'M', 'E')
/* NAME chunk contains a CHAR[], the musical score's name. */

#define ID_Copyright MakeID('(', 'c', ')', ' ')
/* "(c)" chunk contains a CHAR[], the FORM's copyright notice. */

#define ID_AUTH MakeID('A', 'U', 'T', 'H')
/* AUTH chunk contains a CHAR[], the name of the score's author. */

#define ID_ANNO MakeID('A', 'N', 'N', 'O')
/* ANNO chunk contains a CHAR[], author's text annotations. */
```

Remember to store a 0 pad byte after any odd-length chunk.

Optional Property INS1

The "INS1" chunks in a FORM SMUS identify the instruments to use for this score. A program can ignore INS1 chunks and stick with its built-in default instrument assignments. Or it can use them to locate instrument data. [See "Instrument Registers" in section 2, above.]

```
#define ID_INS1 MakeID('I', 'N', 'S', '1')

/* Values for the RefInstrument field "type". */
#define INS1_Name 0 /* just use the name; ignore data1, data2 */
```

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```
#define INS1_MIDI 1           /* <data1, data2> = MIDI <channel, preset> */

typedef struct {
    UBYTE register;          /* set this instrument register number */
    UBYTE type;              /* instrument reference type */
    UBYTE data1, data2;      /* depends on the "type" field */
    CHAR name[];             /* instrument name */
} RefInstrument;
```

An INS1 chunk names the instrument for instrument register number register. The register field can range from 0 through 255. In practice, most scores will need only a few instrument registers.

The name field gives a text name for the instrument. The string length can be determined from the ckSize of the INS1 chunk. The string is simply an array of 8-bit ASCII characters in the range “ ” (SP, hex 20) through “~” (tilde, hex 7F).

Besides the instrument name, an INS1 chunk has two data numbers to help locate an instrument. The use of these data numbers is controlled by the type field. A value type = INS1_Name means just find an instrument by name. In this case, data1 and data2 should just be set to 0. A value type = INS1_MIDI means look for an instrument on MIDI channel # data1, preset # data2. Programs and computers without MIDI outputs will just ignore the MIDI data. They'll always look for the named instrument. Other values of the type field are reserved for future standardization.

See section 2, above, for the algorithm for locating instrument data by name.

Obsolete Property INST

The chunk type "INST" is obsolete in SMUS. It was revised to form the "INS1" chunk.

Data Chunk TRAK

The main contents of a score is stored in one or more TRAK chunks representing parallel "tracks". One TRAK chunk per track.

The contents of a TRAK chunk is an array of 16-bit "events" such as "note", "rest", and "set instrument". Events are really commands to a simple scheduler, stored in time order. The tracks can be polyphonic, that is, they can contain chorded "note" events.

Each event is stored as an "SEvent" record. ("SEvent" means "simple musical event".) Each SEvent has an 8-bit type field called an "sID" and 8 bits of type-dependent data. This is like a machine language instruction with an 8-bit opcode and an 8-bit operand.

This format is extensible since new event types can be defined in the future. The "note" and "rest" events are the only ones that every program must understand. *We will carefully design any new event types so that programs can safely skip over unrecognized events in a score.*

Caution: ID codes must be allocated by a central clearinghouse to avoid conflicts. Commodore-Amiga Technical Support provides this clearinghouse service.

Here are the C type definitions for TRAK and SEvent and the currently defined sID values. Afterward are details on each SEvent.

```
#define ID_TRAK MakeID('T', 'R', 'A', 'K')
```

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```

/* TRAK chunk contains an SEvent[]. */
```

```

/* SEvent: Simple musical event. */
```

```

typedef struct {
    UBYTE sID;           /* SEvent type code */ */
    UBYTE data;          /* sID-dependent data */ */
} SEvent;
```

```

/* SEvent type codes "sID". */
```

```

#define SID_FirstNote      0
#define SID_LastNote       127 /* sIDs in the range SID_FirstNote through
                           * SID_LastNote (sign bit = 0) are notes. The
                           * sID is the MIDI tone number (pitch). */
#define SID_Rest            128 /* a rest (same data format as a note). */

#define SID_Instrument     129 /* set instrument number for this track. */
#define SID_TimeSig         130 /* set time signature for this track. */
#define SID_KeySig          131 /* set key signature for this track. */
#define SID_Dynamic         132 /* set volume for this track. */
#define SID_MIDI_Chnl        133 /* set MIDI channel number (sequencers) */
#define SID_MIDI_Preset      134 /* set MIDI preset number (sequencers) */
#define SID_Clef             135 /* inline clef change.
                           * 0=Treble, 1=Bass, 2=Alto, 3=Tenor.(new) */
#define SID_Tempo            136 /* Inline tempo in beats per minute.(new) */

/* SID values 144 through 159: reserved for Instant Music SEvents. */

/* Remaining sID values up through 254: reserved for future
 * standardization. */

#define SID_Mark             255 /* sID reserved for an end-mark in RAM. */

```

Note and Rest SEvents

The note and rest SEvents SID_FirstNote through SID_Rest have the following structure overlaid onto the SEvent structure:

```

typedef struct {
    UBYTE   tone;           /* MIDI tone number 0 to 127; 128 = rest */
    unsigned chord :1,      /* 1 = a chorded note */
    tieOut :1,              /* 1 = tied to the next note or chord */
    nTuplet :2,             /* 0 = none, 1 = triplet, 2 = quintuplet,
                           * 3 = septuplet */
    dot :1,                 /* dotted note; multiply duration by 3/2 */
    division :3;            /* basic note duration is 2-division: 0 = whole
                           * note, 1 = half note, 2 = quarter note, ...
                           * 7 = 128th note */
} SNote;
```

[Implementation details. Unsigned ":n" fields are packed into n bits in the order shown, most significant bit to least significant bit. An SNote fits into 16 bits like any other SEvent. Warning: Some compilers don't implement bit-packed fields properly. E.g. Lattice 68000 C pads a group of bit fields out to a LONG, which would make SNote take 5-bytes! In that situation, use the bit-field constants defined below.]

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The SNote structure describes one "note" or "rest" in a track. The field `SNote.tone`, which is overlaid with the `SEvent.sID` field, indicates the MIDI tone number (pitch) in the range 0 through 127. A value of 128 indicates a rest.

The fields `nTuplet`, `dot`, and `division` together give the duration of the note or rest. The `division` gives the basic duration: whole note, half note, etc. The `dot` indicates if the note or rest is dotted. A dotted note is $3/2$ as long as an undotted note. The value `nTuplet` (0 through 3) tells if this note or rest is part of an N-tuplet of order 1 (normal), 3, 5, or 7; an N-tuplet of order $(2 * nTuplet + 1)$. A triplet note is $2/3$ as long as a normal note, while a quintuplet is $4/5$ as long and a septuplet is $6/7$ as long.

Putting these three fields together, the duration of the note or rest is

$$\text{2-division} * \{1, 3/2\} * \{1, 2/3, 4/5, 6/7\}$$

These three fields are contiguous so you can easily convert to your local duration encoding by using the combined 6 bits as an index into a mapping table.

The field `chord` indicates if the note is chorded with the following note (which is supposed to have the same duration). A group of notes may be chorded together by setting the `chord` bit of all but the last one. (In the terminology of SSSP and GSCR, setting the `chord` bit to 1 makes the "entry delay" 0.) A monophonic-track player can simply ignore any SNote event whose `chord` bit is set, either by discarding it when reading the track or by skipping it when playing the track.

Programs that create polyphonic tracks are expected to store the most important note of each chord last, which is the note with the 0 `chord` bit. This way, monophonic programs will play the most important note of the chord. The most important note might be the chord's root note or its melody note.

If the field `tieOut` is set, the note is tied to the following note in the track if the following note has the same pitch. A group of tied notes is played as a single note whose duration is the sum of the component durations. Actually, the tie mechanism ties a group of one or more chorded notes to another group of one or more chorded notes. Every note in a tied chord should have its `tieOut` bit set.

Of course, the `chord` and `tieOut` fields don't apply to `SID_Rest` SEvents.

Programs should be robust enough to ignore an unresolved tie, i.e. a note whose `tieOut` bit is set but isn't followed by a note of the same pitch. If that's true, monophonic-track programs can simply ignore chorded notes even in the presence of ties. That is, tied chords pose no extra problems.

The following diagram shows some combinations of notes and chords tied to notes and chords. The text below the staff has a column for each SNote SEvent to show the pitch, `chord` bit, and `tieOut` bit.

pitch:	D	B	G	D	B	G	D	B	G	G	D	B	G	B	B	D	B	G
chord:	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c	c
tieOut:	t	t	t	t	t	t	t	t	t	t	t	t	t	t	t	t	t	t

If you read the above track into a monophonic-track program, it'll strip out the chorded notes and ignore unresolved ties. You'll end up with:

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pitch:	G	G	G	G	G	B	B	G
chord:								
tieOut:	t		t		(t)		(t)	

A rest event (`sID = SID_Rest`) has the same SEvent.data field as a note. It tells the duration of the rest. The chord and tieOut fields of rest events are ignored.

Within a TRAK chunk, note and rest events appear in time order.

Instead of the bit-packed structure SNote, it might be easier to assemble data values by or-ing constants and to disassemble them by masking and shifting. In that case, use the following definitions.

```
#define noteChord  (1<<7)          /* note is chorded to next note */
#define noteTieOut (1<<6)          /* tied to next note/chord */

#define noteNShift  4                  /* shift count for nTuplet field */
#define noteN3      (1<<noteNShift)    /* note is a triplet */
#define noteN5      (2<<noteNShift)    /* note is a quintuplet */
#define noteN7      (3<<noteNShift)    /* note is a septuplet */
#define noteNMask   noteN7            /* bit mask for the nTuplet field */

#define noteDot    (1<<3)          /* note is dotted */

#define noteD1     0                  /* whole note division */
#define noteD2     1                  /* half note division */
#define noteD4     2                  /* quarter note division */
#define noteD8     3                  /* eighth note division */
#define noteD16    4                  /* sixteenth note division */
#define noteD32    5                  /* thirty-second' th note division */
#define noteD64    6                  /* sixty-fourth note division */
#define noteD128   7                  /* 1/128 note division */
#define noteDMask  noteD128         /* bit mask for the division field */

#define noteDurMask 0x3F           /* mask for combined duration fields */
```

Note: The remaining SEvent types are optional. A writer program doesn't have to generate them. A reader program can safely ignore them.

Set Instrument SEvent

One of the running state variables of every track is an instrument number. An instrument number is the array index of an "instrument register", which in turn points to an instrument. (See "Instrument Registers", in section 2.) This is like a color number in a bitmap; a reference to a color through a "color register".

The initial setting for each track's instrument number is the track number. Track 1 is set to instrument 1, etc. Each time the score is played, every track's instrument number should be reset to the track number.

The SEvent `SID_Instrument` changes the instrument number for a track, that is, which instrument plays the following notes. Its SEvent.data field is an instrument register number in the range 0 through 255. If a program doesn't implement the `SID_Instrument` event, each track is fixed to one instrument.

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Set Time Signature SEvent

The SEvent SID_TimeSig sets the time signature for the track. A "time signature" SEvent has the following structure overlaid on the SEvent structure:

```
typedef struct {
    UBYTE      type;          /* = SID_TimeSig           */
    unsigned   timeNSig :5,    /* time sig. "numerator" is timeNSig + 1   */
               timeDSig :3;    /* time sig. "denominator" is 2*timeDSig:
                                * 0 = whole note, 1 = half note, 2 = quarter
                                * note, ... 7 = 128th note        */
} STimeSig;
```

[Implementation details. Unsigned ":n" fields are packed into n bits in the order shown, most significant bit to least significant bit. An STimeSig fits into 16 bits like any other SEvent. Warning: Some compilers don't implement bit-packed fields properly. E.g. Lattice C pads a group of bit fields out to a LONG, which would make an STimeSig take 5-bytes! In that situation, use the bit-field constants defined below.]

The field type contains the value SID_TimeSig, indicating that this SEvent is a "time signature" event. The field timeNSig indicates the time signature "numerator" is timeNSig + 1, that is, 1 through 32 beats per measure. The field timeDSig indicates the time signature "denominator" is 2*timeDSig, that is each "beat" is a 2-timeDSig note (see SNote division, above). So 4/4 time is expressed as timeNSig = 3, timeDSig = 2.

The default time signature is 4/4 time. Be aware that the time signature has no effect on the score's playback. Tempo is uniformly expressed in quarter notes per minute, independent of time signature. (Quarter notes per minute would equal beats per minute only if timeDSig = 2, n/4 time). Nonetheless, any program that has time signatures should put them at the beginning of each TRAK when creating a FORM SMUS because music editors need them.

Instead of the bit-packed structure STimeSig, it might be easier to assemble data values by or-ing constants and to disassemble them by masking and shifting. In that case, use the following definitions.

```
#define timeNMask  0xF8          /* bit mask for the timeNSig field */
#define timeNShift  3             /* shift count for timeNSig field */

#define timeDMask  0x07          /* bit mask for the timeDSig field */
```

Key Signature SEvent

An SEvent SID_KeySig sets the key signature for the track. Its data field is a UBYTE number encoding a major key:

<u>data</u>	<u>key</u>	<u>music notation</u>	<u>data</u>	<u>key</u>	<u>music notation</u>
0	C maj		8	F	b
1	G	#	9	Bb	bb
2	D	##	10	Eb	bbb
3	A	###	11	Ab	bbbb
4	E	####	12	Db	bbbbbb
5	B	#####	13	Gb	bbbbbbb
6	F#	######	14	Cb	bbbbbbb#
7	C#	#######			

A SID_KeySig SEvent changes the key for the following notes in that track. C major is the default key in every track before the first SID_KeySig SEvent.

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Dynamic Mark SEvent

An SEvent SID_Dynamic represents a dynamic mark like *ppp* and *fff* in Common Music Notation. Its data field is a MIDI key velocity number 0 through 127. This sets a "volume control" for following notes in the track. This "track volume control" is scaled by the overall score volume in the SHDR chunk. The default dynamic level is 127 (full volume).

Set MIDI Channel SEvent

The SEvent SID_MIDI_Chnl is for recorder programs to record the set-MIDI-channel low level event. The data byte contains a MIDI channel number. Other programs should use instrument registers instead.

Set MIDI Preset SEvent

The SEvent SID_MIDI_Preset is for recorder programs to record the set-MIDI-preset low level event. The data byte contains a MIDI preset number. Other programs should use instrument registers instead.

Instant Music Private SEvents

Sixteen SEvents are used for private data for the Instant Music program. SID values 144 through 159 are reserved for this purpose. Other programs should skip over these SEvents.

End-Mark SEvent

The SEvent type SID_Mark is reserved for an end marker in working memory. *This event is never stored in a file.* It may be useful if you decide to use the file TRAK format intact in working memory.

More SEvents To Be Defined

More SEvents can be defined in the future. The SID codes 133 through 143 and 160 through 254 are reserved for future needs. Caution: SID codes must be allocated by a central "clearinghouse" to avoid conflicts.

The following SEvent types are under consideration and should not yet be used.

Issue: A "change tempo" SEvent changes tempo during a score. Changing the tempo affects all tracks, not just the track containing the change tempo event.

One possibility is a "scale tempo" SEvent SID_ScaleTempo that rescales the global tempo:

```
currentTempo := globalTempo * (data + 1) / 128
```

This can scale the global tempo (in the SHDR) anywhere from x1/128 to x2 in roughly 1% increments.

An alternative is two events SID_SetHTempo and SID_SetLTempo. SID_SetHTempo gives the high byte and SID_SetLTempo gives the low byte of a new tempo setting, in 128ths quarter note/minute. SetHTempo automatically sets the low byte to 0, so the SetLTempo event isn't needed for coarse settings. In this scheme, the SHDR's tempo is simply a starting tempo.

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An advantage of SID_ScaleTempo is that the playback program can just alter the global tempo to adjust the overall performance time and still easily implement tempo variations during the score. But the "set tempo" SEvent may be simpler to generate.

Issue: The events SID_BeginRepeat and SID_EndRepeat define a repeat span for one track. The span of events between a BeginRepeat and an EndRepeat is played twice. The SEvent.data field in the BeginRepeat event could give an iteration count, 1 through 255 times or 0 for "repeat forever".

Repeat spans can be nested. All repeat spans automatically end at the end of the track.

An event SID_Ending begins a section like "first ending" or "second ending". The SEvent.data field gives the ending number. This SID_Ending event only applies to the innermost repeat group. (Consider generalizing it.)

A more general alternative is a "subtrack" or "subscore" event. A "subtrack" event is essentially a "subroutine call" to another series of SEvents. This is a nice way to encode all the possible variations of repeats, first endings, codas, and such.

To define a subtrack, we must demark its start and end. One possibility is to define a relative branch-to-subtrack event SID_BSR and a return-from-subtrack event SID_RTS. The 8-bit data field in the SID_BSR event can reach as far as 512 SEvents. A second possibility is to call a subtrack by index number, with an IFF chunk outside the TRAK defining the start and end of all subtracks. This is very general since a portion of one subtrack can be used as another subtrack. It also models the tape recording practice of first "laying down a track" and then selecting portions of it to play and repeat. To embody the music theory idea of playing a sequence like "ABBA", just compose the "main" track entirely of subtrack events. A third possibility is to use a numbered subtrack chunk "STRK" for each subroutine.

4. Private Chunks

As in any IFF FORM, there can be private chunks in a FORM SMUS that are designed for one particular program to store its private information. All IFF reader programs skip over unrecognized chunks, so the presence of private chunks can't hurt.

Instant Music stores some global score information in a chunk of ID "IRev" and some other information in a chunk of ID "BIAS".

Appendix A. Quick Reference

Type Definitions

Here's a collection of the C type definitions in this memo. In the "struct" type definitions, fields are filed in the order shown. A UBYTE field is packed into an 8-bit byte. Programs should set all "pad" fields to 0.

```
#define ID_SMUS MakeID('S', 'M', 'U', 'S')
#define ID_SHDR MakeID('S', 'H', 'D', 'R')

typedef struct {
    UWORLD tempo;           /* tempo, 128ths quarter note/minute */
    UBYTE volume;           /* overall playback volume 0 through 127 */
    UBYTE ctTrack;          /* count of tracks in the score */
} SScoreHeader;

#define ID_NAME MakeID('N', 'A', 'M', 'E')
/* NAME chunk contains a CHAR[], the musical score's name. */

#define ID_Copyright MakeID('(', 'c', ')', ' ')
/* "(c)" chunk contains a CHAR[], the FORM's copyright notice. */

#define ID_AUTH MakeID('A', 'U', 'T', 'H')
/* AUTH chunk contains a CHAR[], the name of the score's author. */

#define ID_ANNO MakeID('A', 'N', 'N', 'O')
/* ANNO chunk contains a CHAR[], author's text annotations. */

#define ID_INS1 MakeID('I', 'N', 'S', '1')
/* Values for the RefInstrument field "type". */
#define INS1_Name 0           /* just use the name; ignore data1, data2 */
#define INS1_MIDI 1           /* <data1, data2> = MIDI <channel, preset> */

typedef struct {
    UBYTE register;          /* set this instrument register number */
    UBYTE type;               /* instrument reference type */
    UBYTE data1, data2;       /* depends on the "type" field */
    CHAR name[];              /* instrument name */
} RefInstrument;

#define ID_TRAK MakeID('T', 'R', 'A', 'K')
/* TRAK chunk contains an SEvent[]. */

/* SEvent: Simple musical event. */

typedef struct {
    UBYTE sID;                /* SEvent type code */
    UBYTE data;                /* sID-dependent data */
} SEvent;
```

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```

/* SEvent type codes "SID". */  

#define SID_FirstNote    0  

#define SID_LastNote     127 /* SIDs in the range SID_FirstNote through  

                           * SID_LastNote (sign bit = 0) are notes. The  

                           * SID is the MIDI tone number (pitch). */  

#define SID_Rest         128 /* a rest (same data format as a note). */  

#define SID_Instrument   129 /* set instrument number for this track. */  

#define SID_TimeSig      130 /* set time signature for this track. */  

#define SID_KeySig       131 /* set key signature for this track. */  

#define SID_Dynamic      132 /* set volume for this track. */  

#define SID_MIDI_Chnl    133 /* set MIDI channel number (sequencers) */  

#define SID_MIDI_Preset  134 /* set MIDI preset number (sequencers) */  

#define SID_Clef          135 /* inline clef change.  

                           * 0=Treble, 1=Bass, 2=Alto, 3=Tenor. */  

#define SID_Tempo         136 /* Inline tempo in beats per minute. */  

/* SID values 144 through 159: reserved for Instant Music SEvents. */  

/* Remaining SID values up through 254: reserved for future  

 * standardization. */  

#define SID_Mark         255 /* SID reserved for an end-mark in RAM. */  

/* SID_FirstNote..SID_LastNote, SID_Rest SEvents */  

typedef struct {  

    UBYTE   tone;           /* MIDI tone number 0 to 127; 128 = rest */  

    unsigned chord :1;     /* 1 = a chorded note */  

    tieOut :1;             /* 1 = tied to the next note or chord */  

    nTuplet :2;            /* 0 = none, 1 = triplet, 2 = quintuplet,  

                           * 3 = septuplet */  

    dot :1;                /* dotted note; multiply duration by 3/2 */  

    division :3;           /* basic note duration is 2-division: 0 = whole  

                           * note, 1 = half note, 2 = quarter note, ...  

                           * 7 = 128th note */  

} SNote;  

#define noteChord (1<<7)           /* note is chorded to next note */  

#define noteTieOut (1<<6)          /* tied to next note/chord */  

#define noteNShift 4               /* shift count for nTuplet field */  

#define noteN3  (1<<noteNShift)    /* note is a triplet */  

#define noteN5  (2<<noteNShift)    /* note is a quintuplet */  

#define noteN7  (3<<noteNShift)    /* note is a septuplet */  

#define noteNMask noteN7           /* bit mask for the nTuplet field */  

#define noteDot  (1<<3)           /* note is dotted */  

#define noteD1  0                  /* whole note division */  

#define noteD2  1                  /* half note division */  

#define noteD4  2                  /* quarter note division */  

#define noteD8  3                  /* eighth note division */

```

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```
#define noteD16    4          /* sixteenth note division      */
#define noteD32    5          /* thirty-second note division   */
#define noteD64    6          /* sixty-fourth note division    */
#define noteD128   7          /* 1/128 note division          */
#define noteDMask  noteD128   /* bit mask for the division field */

#define noteDurMask 0x3F      /* mask for combined duration fields */

/* SID_Instrument SEvent
/* "data" value is an instrument register number 0 through 255. */

/* SID_TimeSig SEvent
typedef struct {
    UBYTE type;           /* = SID_TimeSig                */
    unsigned timeNSig :5,  /* time sig. "numerator" is timeNSig + 1   */
    timeDSig :3;          /* time sig. "denominator" is 2*timeDSig:
                           * 0 = whole note, 1 = half note, 2 = quarter
                           * note, ... 7 = 128th note            */
} STimeSig;

#define timeNMask 0xF8      /* bit mask for the timeNSig field      */
#define timeNShift 3        /* shift count for timeNSig field       */

#define timeDMask 0x07      /* bit mask for the timeDSig field      */

/* SID_KeySig SEvent
/* "data" value 0 = Cmaj; 1 through 7 = G,D,A,E,B,F#,C#;
 * 8 through 14 = F,Bb,Eb,Ab,Db,Gb,Cb. */

/* SID_Dynamic SEvent
/* "data" value is a MIDI key velocity 0..127.
```

"SMUS" IFF Simple Musical Score

SMUS Regular Expression

Here's a regular expression summary of the FORM SMUS syntax. This could be an IFF file or part of one.

```
SMUS      ::= "FORM" #{ "SMUS" SHDR [NAME] [Copyright] [AUTH] [IRev]
                  ANNO* INS1* TRAK* InstrForm* }

SHDR      ::= "SHDR" #{ SScoreHeader   }
NAME      ::= "NAME"  #{ CHAR*          } [0]
Copyright ::= "(c)"  #{ CHAR*          } [0]
AUTH      ::= "AUTH"  #{ CHAR*          } [0]
IRev      ::= "IRev"  #{ ...            } [0]

ANNO      ::= "ANNO"  #{ CHAR*          } [0]
INS1      ::= "INS1"  #{ RefInstrument } [0]

TRAK      ::= "TRAK"  #{ SEvent*        }
InstrForm ::= "FORM"  #{ ...            }
```

The token "#" represents a ckSize LONG count of the following {braced} data bytes. Literal items are shown in "quotes", [square bracket items] are optional, and "*" means 0 or more replications. A sometimes-needed pad byte is shown as "[0]".

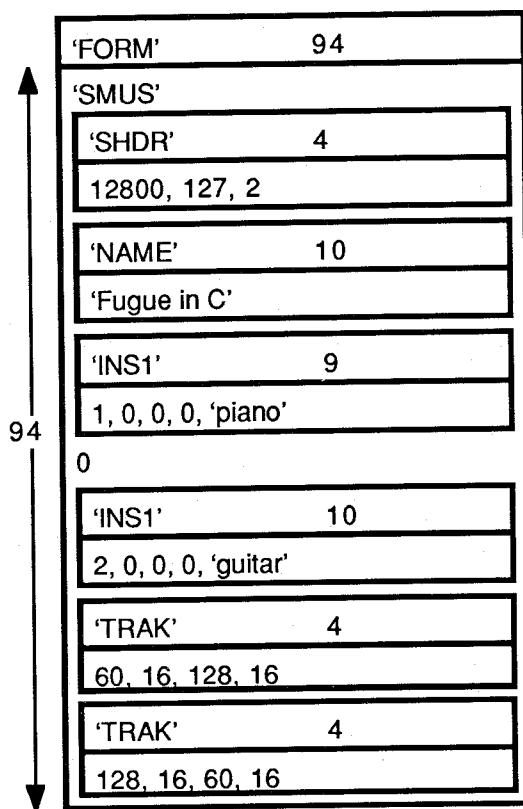
Actually, the order of chunks in a FORM SMUS is not as strict as this regular expression indicates. The SHDR, NAME, Copyright, AUTH, IRev, ANNO, and INS1 chunks may appear in any order, as long as they precede the TRAK chunks.

The chunk "InstrForm" represents any kind of instrument data FORM embedded in the FORM SMUS. For example, see the document ["8SVX" IFF 8-Bit Sampled Voice](#). Of course, a recipient program will ignore an instrument FORM if it doesn't recognize that FORM type.

"SMUS" IFF Simple Musical Score

Appendix B. SMUS Example

Here's a box diagram for a simple example, a SMUS with two instruments and two tracks. Each track contains 1 note event and 1 rest event.



The "0" after the first INS1 chunk is a pad byte.

Appendix C. Standards Committee

The following people contributed to the design of this SMUS standard:

Ralph Bellafatto, Cherry Lane Technologies
Geoff Brown, Uhuru Sound Software
Steve Hayes, Electronic Arts
Jerry Morrison, Electronic Arts

"8SVX" IFF 8-Bit Sampled Voice

Date: February 7, 1985 (Re-Typeset Oct, 1988 Commodore-Amiga, Inc.)
From: Steve Hayes and Jerry Morrison, Electronic Arts
Status: Adopted

1. Introduction

This is the IFF supplement for FORM "8SVX". An 8SVX is an IFF "data section" or "FORM" (which can be an IFF file or a part of one) containing a digitally sampled audio voice consisting of 8-bit samples. A voice can be a one-shot sound or—with repetition and pitch scaling—a musical instrument. ["EA IFF 85"](#) is Electronic Arts' standard interchange file format. [See ["EA IFF 85" Standard for Interchange Format Files](#).]

The 8SVX format is designed for playback hardware that uses 8-bit samples attenuated by a volume control for good overall signal-to-noise ratio. So a FORM 8SVX stores 8-bit samples and a volume level.

A similar data format (or two) will be needed for higher resolution samples (typically 12 or 16 bits). Properly converting a high resolution sample down to 8 bits requires one pass over the data to find the minimum and maximum values and a second pass to scale each sample into the range -128 through 127. So it's reasonable to store higher resolution data in a different FORM type and convert between them.

For instruments, FORM 8SVX can record a repeating waveform optionally preceded by a startup transient waveform. These two recorded signals can be pre-synthesized or sampled from an acoustic instrument. For many instruments, this representation is compact. FORM 8SVX is less practical for an instrument whose waveform changes from cycle to cycle like a plucked string, where a long sample is needed for accurate results.

FORM 8SVX can store an "envelope" or "amplitude contour" to enrich musical notes. A future voice FORM could also store amplitude, frequency, and filter modulations.

FORM 8SVX is geared for relatively simple musical voices, where one waveform per octave is sufficient, the waveforms for the different octaves follow a factor-of-two size rule, and one envelope is adequate for all octaves. You could store a more general voice as a LIST containing one or more FORMs 8SVX per octave. A future voice FORM could go beyond one "one-shot" waveform and one "repeat" waveform per octave.

Section 2 defines the required property sound header "VHDR", optional properties name "NAME", copyright "(c)", and author "AUTH", the optional annotation data chunk "ANNO", the required data chunk "BODY", and optional envelope chunks "ATAK" and "RLSE". These are the "standard" chunks. Specialized chunks for private or future needs can be added later, e.g. to hold a frequency contour or Fourier series coefficients. The 8SVX syntax is summarized in Appendix A as a regular expression and in Appendix B as an example box diagram. Appendix C explains the optional Fibonacci-delta compression algorithm.

Reference:

["EA IFF 85" Standard for Interchange Format Files](#) describes the underlying conventions for all IFF files.

Amiga® is a registered trademark of Commodore-Amiga, Inc.
Electronic Arts™ is a trademark of Electronic Arts.

2. Standard Data and Property Chunks

FORM 8SVX stores all the waveform data in one body chunk "BODY". It stores playback parameters in the required header chunk "VHDR". "VHDR" and any optional property chunks "NAME", "(c)", and "AUTH" must all appear before the BODY chunk. Any of these properties may be shared over a LIST of FORMs 8SVX by putting them in a PROP 8SVX. [See EA IFF 85 Standard for Interchange Format Files.]

Background

There are two ways to use FORM 8SVX: as a one-shot sampled sound or as a sampled musical instrument that plays "notes". Storing both kinds of sounds in the same kind of FORM makes it easy to play a one-shot sound as an instrument or an instrument as a one-note sound.

A one-shot sound is a series of audio data samples with a nominal playback rate and amplitude. The recipient program can optionally adjust or modulate the amplitude and playback data rate.

For musical instruments, the idea is to store a sampled (or pre-synthesized) waveform that will be parameterized by pitch, duration, and amplitude to play each "note". The creator of the FORM 8SVX can supply a waveform per octave over a range of octaves for this purpose. The intent is to perform a pitch by selecting the closest octave's waveform and scaling the playback data rate. An optional "one-shot" waveform supplies an arbitrary startup transient, then a "repeat" waveform is iterated as long as necessary to sustain the note.

A FORM 8SVX can also store an envelope to modulate the waveform. Envelopes are mostly useful for variable-duration notes but could be used for one-shot sounds, too.

The FORM 8SVX standard has some restrictions. For example, each octave of data must be twice as long as the next higher octave. Most sound driver software and hardware imposes additional restrictions. E.g. the Amiga sound hardware requires an even number of samples in each one-shot and repeat waveform.

Required Property VHDR

The required property "VHDR" holds a Voice8Header structure as defined in these C declarations and following documentation. This structure holds the playback parameters for the sampled waveforms in the BODY chunk. (See "Data Chunk BODY", below, for the storage layout of these waveforms.)

```
#define ID_8SVX MakeID('8', 'S', 'V', 'X')
#define ID_VHDR MakeID('V', 'H', 'D', 'R')

typedef LONG Fixed;                                /* A fixed-point value, 16 bits to the left of
                                                       the point and 16 to the right. A Fixed is a
                                                       number of 216ths, i.e. 65536ths.          */
#define Unity 0x10000L                               /* Unity = Fixed 1.0 = maximum volume      */

/* sCompression: Choice of compression algorithm applied to the samples. */
#define sCmpNone     0     /* not compressed                         */
#define sCmpFibDelta 1     /* Fibonacci-delta encoding (Appendix C)   */
                           /* Can be more kinds in the future.        */

typedef struct {
    ULONG oneShotHiSamples,           /* # samples in the high octave 1-shot part */
                           /* # samples in the high octave repeat part */
    repeatHiSamples,
```

"8SVX" IFF 8-Bit Sampled Voice

```
/*
samplesPerHiCycle; /* # samples/cycle in high octave, else 0 */
UWORD samplesPerSec; /* data sampling rate */
UBYTE ctOctave, /* # octaves of waveforms */
      sCompression; /* data compression technique used */
Fixed volume; /* playback volume from 0 to Unity (full
   * volume). Map this value into the output
   * hardware's dynamic range. */
}
} Voice8Header;
```

[Implementation details. Fields are filed in the order shown. The UBYTE fields are byte-packed (2 per 16-bit word). MakeID is a C macro defined in the main IFF document and in the source file IFF.h.]

A FORM 8SVX holds waveform data for one or more octaves, each containing a one-shot part and a repeat part. The fields oneShotHiSamples and repeatHiSamples tell the number of audio samples in the two parts of the highest frequency octave. Each successive (lower frequency) octave contains twice as many data samples in both its one-shot and repeat parts. One of these two parts can be empty across all octaves.

Note: Most audio output hardware and software has limitations. For example the Amiga computer has sound hardware that requires that all one-shot and repeat parts have even numbers of samples. Amiga sound driver software should adjust an odd-sized waveform, ignore an odd-sized lowest octave, or ignore odd 8SVX FORMs altogether. Some other output devices require all sample sizes to be powers of two.

The field samplesPerHiCycle tells the number of samples/cycle in the highest frequency octave of data, or else 0 for "unknown". Each successive (lower frequency) octave contains twice as many samples/cycle. The samplesPerHiCycle value is needed to compute the data rate for a desired playback pitch.

Actually, samplesPerHiCycle is an average number of samples/cycle. If the one-shot part contains pitch bends, store the samples/cycle of the repeat part in samplesPerHiCycle. The division repeatHiSamples/samplesPerHiCycle should yield an integer number of cycles. (When the repeat waveform is repeated, a partial cycle would come out as a higher-frequency cycle with a "click".)

More limitations: some Amiga music drivers require samplesPerHiCycle to be a power of two in order to play the FORM 8SVX as a musical instrument in tune. They may even assume samplesPerHiCycle is a particular power of two without checking. (If samplesPerHiCycle is different by a factor of two, the instrument will just be played an octave too low or high.)

The field samplesPerSec gives the sound sampling rate. A program may adjust this to achieve frequency shifts or vary it dynamically to achieve pitch bends and vibrato. A program that plays a FORM 8SVX as a musical instrument would ignore samplesPerSec and select a playback rate for each musical pitch.

The field ctOctave tells how many octaves of data are stored in the BODY chunk. See "Data Chunk BODY", below, for the layout of the octaves.

The field sCompression indicates the compression scheme, if any, that was applied to the entire set of data samples stored in the BODY chunk. This field should contain one of the values defined above. Of course, the matching decompression algorithm must be applied to the BODY data before the sound can be played. (The Fibonacci-delta encoding scheme sCmpFibDelta is described in Appendix C.) Note that the whole series of data samples is compressed as a unit.

The field volume gives an overall playback volume for the waveforms (all octaves). It lets the 8-bit data samples use the full range -128 through 127 for good signal-to-noise ratio. The playback program should multiply this value by a "volume control" and perhaps by a playback envelope (see ATAK and RLSE, below).

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Recording a one-shot sound. To store a one-shot sound in a FORM 8SVX, set `oneShotHiSamples` = number of samples, `repeatHiSamples` = 0, `samplesPerHiCycle` = 0, `samplesPerSec` = sampling rate, and `ctOctave` = 1. Scale the signal amplitude to the full sampling range -128 through 127. Set `volume` so the sound will playback at the desired volume level. If you set the `samplesPerHiCycle` field properly, the data can also be used as a musical instrument.

Experiment with data compression. If the decompressed signal sounds okay, store the compressed data in the BODY chunk and set `sCompression` to the compression code number.

Recording a musical instrument. To store a musical instrument in a FORM 8SVX, first record or synthesize as many octaves of data as you want to make available for playback. Set `ctOctaves` to the count of octaves. From the recorded data, excerpt an integral number of steady state cycles for the repeat part and set `repeatHiSamples` and `samplesPerHiCycle`. Either excerpt a startup transient waveform and set `oneShotHiSamples`, or else set `oneShotHiSamples` to 0. Remember, the one-shot and repeat parts of each octave must be twice as long as those of the next higher octave. Scale the signal amplitude to the full sampling range and set `volume` to adjust the instrument playback volume. If you set the `samplesPerSec` field properly, the data can also be used as a one-shot sound.

A distortion-introducing compressor like `sCmpFibDelta` is not recommended for musical instruments, but you might try it anyway.

Typically, creators of FORM 8SVX record an acoustic instrument at just one frequency. Decimate (down-sample with filtering) to compute higher octaves. Interpolate to compute lower octaves.

If you sample an acoustic instrument at different octaves, you may find it hard to make the one-shot and repeat waveforms follow the factor-of-two rule for octaves. To compensate, lengthen an octave's one-shot part by appending replications of the repeating cycle or prepending zeros. (This will have minimal impact on the sound's start time.) You may be able to equalize the ratio of one-shot-samples to repeat-samples across all octaves.

Note that a "one-shot sound" may be played as a "musical instrument" and vice versa. However, an instrument player depends on `samplesPerHiCycle`, and a one-shot player depends on `samplesPerSec`.

Playing a one-shot sound. To play any FORM 8SVX data as a one-shot sound, first select an octave if `ctOctave` > 1. (The lowest-frequency octave has the greatest resolution.) Play the one-shot samples then the repeat samples, scaled by `volume`, at a data rate of `samplesPerSec`. Of course, you may adjust the playback rate and volume. You can play out an envelope, too. (See ATAK and RLSE, below.)

Playing a musical note. To play a musical note using any FORM 8SVX, first select the nearest octave of data from those available. Play the one-shot waveform then cycle on the repeat waveform as long as needed to sustain the note. Scale the signal by `volume`, perhaps also by an envelope, and by a desired note volume. Select a playback data rate `s` samples/second to achieve the desired frequency (in Hz):

$$\text{frequency} = s / \text{samplesPerHiCycle}$$

for the highest frequency octave.

The idea is to select an octave and one of 12 sampling rates (assuming a 12-tone scale). If the FORM 8SVX doesn't have the right octave, you can decimate or interpolate from the available data.

When it comes to musical instruments, FORM 8SVX is geared for a simple sound driver. Such a driver uses a single table of 12 data rates to reach all notes in all octaves. That's why 8SVX requires each octave of data to have twice as many samples as the next higher octave. If you restrict `samplesPerHiCycle` to a power of two, you can use a predetermined table of data rates.

"8SVX" IFF 8-Bit Sampled Voice

Optional Text Chunks NAME, (c), AUTH, ANNO

Several text chunks may be included in a FORM 8SVX to keep ancillary information.

The optional property "NAME" names the voice, for instance "tubular bells".

The optional property "(c)" holds a copyright notice for the voice. The chunk ID "(c)" serves as the copyright characters "©". E.g. a "(c)" chunk containing "1986 Electronic Arts" means "© 1986 Electronic Arts".

The optional property "AUTH" holds the name of the instrument's "author" or "creator".

The chunk types "NAME", "(c)", and "AUTH" are property chunks. Putting more than one NAME (or other) property in a FORM is redundant. Just the last NAME counts. A property should be shorter than 256 characters. Properties can appear in a PROP 8SVX to share them over a LIST of FORMs 8SVX.

The optional data chunk "ANNO" holds any text annotations typed in by the author.

An ANNO chunk is not a property chunk, so you can put more than one in a FORM 8SVX. You can make ANNO chunks any length up to $2^{31} - 1$ characters, but 32767 is a practical limit. Since they're not properties, ANNO chunks don't belong in a PROP 8SVX. That means they can't be shared over a LIST of FORMs 8SVX.

Syntactically, each of these chunks contains an array of 8-bit ASCII characters in the range " " (SP, hex 20) through "~" (tilde, hex 7F), just like a standard "TEXT" chunk. [See "Strings, String Chunks, and String Properties" in EA IFF 85 Electronic Arts Interchange File Format.] The chunk's ckSize field holds the count of characters.

```
#define ID_NAME MakeID('N', 'A', 'M', 'E')
/* NAME chunk contains a CHAR[], the voice's name. */

#define ID_Copyright MakeID('(', 'c', ')', ' ')
/* "(c)" chunk contains a CHAR[], the FORM's copyright notice. */

#define ID_AUTH MakeID('A', 'U', 'T', 'H')
/* AUTH chunk contains a CHAR[], the author's name. */

#define ID_ANNO MakeID('A', 'N', 'N', 'O')
/* ANNO chunk contains a CHAR[], author's text annotations. */
```

Remember to store a 0 pad byte after any odd-length chunk.

Optional Data Chunks ATAK and RLSE

The optional data chunks ATAK and RLSE together give a piecewise-linear "envelope" or "amplitude contour". This contour may be used to modulate the sound during playback. It's especially useful for playing musical notes of variable durations. Playback programs may ignore the supplied envelope or substitute another.

```
#define ID_ATAK MakeID('A', 'T', 'A', 'K')
#define ID_RLSE MakeID('R', 'L', 'S', 'E')

typedef struct {
    UWORLD duration;           /* segment duration in milliseconds, > 0 */
    Fixed dest;                /* destination volume factor */
} EGPoint;
```

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```
/* ATAK and RLSE chunks contain an EGPoint[], piecewise-linear envelope. */  
/* The envelope defines a function of time returning Fixed values. It's  
 * used to scale the nominal volume specified in the Voice8Header. */
```

To explain the meaning of the ATAK and RLSE chunks, we'll overview the envelope generation algorithm. Start at 0 volume, step through the ATAK contour, then hold at the sustain level (the last ATAK EGPoint's dest), and then step through the RLSE contour. Begin the release at the desired note stop time minus the total duration of the release contour (the sum of the RLSE EGPoints' durations). The attack contour should be cut short if the note is shorter than the release contour.

The envelope is a piecewise-linear function. The envelope generator interpolates between the EGPoints.

Remember to multiply the envelope function by the nominal voice header volume and by any desired note volume.

Figure 1 shows an example envelope. The attack period is described by 4 EGPoints in an ATAK chunk. The release period is described by 4 EGPoints in a RLSE chunk. The sustain period in the middle just holds the final ATAK level until it's time for the release.

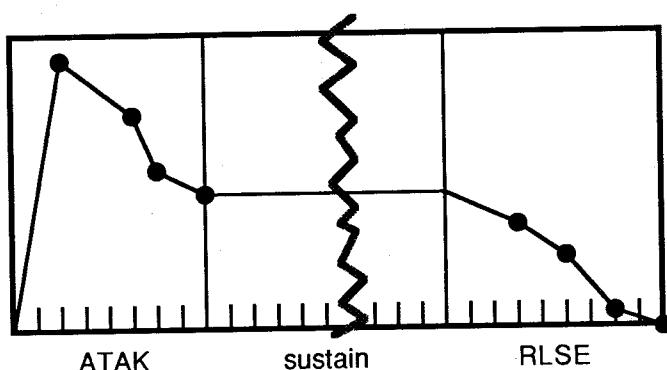


Figure 1. Amplitude contour.

Note: The number of EGPoints in an ATAK or RLSE chunk is its ckSize / sizeof(EGPoint). In RAM, the playback program may terminate the array with a 0 duration EGPoint.

Issue: Synthesizers also provide frequency contour (pitch bend), filtering contour (wah-wah), amplitude oscillation (tremolo), frequency oscillation (vibrato), and filtering oscillation (leslie). In the future, we may define optional chunks to encode these modulations. The contours can be encoded in linear segments. The oscillations can be stored as segments with rate and depth parameters.

Data Chunk BODY

The BODY chunk contains the audio data samples.

```
#define ID_BODY MakeID('B', 'O', 'D', 'Y')  
  
typedef character BYTE; /* 8 bit signed number, -128 through 127. */  
  
/* BODY chunk contains a BYTE[], array of audio data samples. */
```

The BODY contains data samples grouped by octave. Within each octave are one-shot and repeat portions. Figure 2 depicts this arrangement of samples for an 8SVX where oneShotHiSamples = 24, repeatHiSamples = 16, samplesPerHiCycle = 8, and ctOctave = 3. The major divisions are octaves, the intermediate divisions separate the one-shot and repeat portions, and the minor divisions are cycles.

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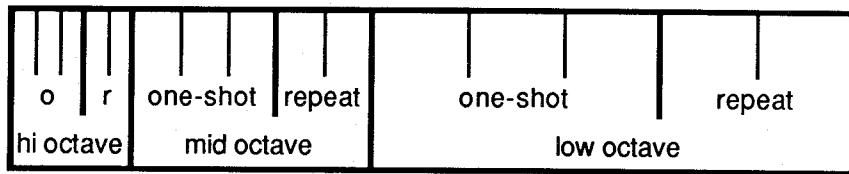


Figure 2. BODY subdivisions.

In general, the BODY has $ctOctave$ octaves of data. The highest frequency octave comes first, comprising the fewest samples: $oneShotHiSamples + repeatHiSamples$. Each successive octave contains twice as many samples as the next higher octave but the same number of cycles. The lowest frequency octave comes last with the most samples: $2^{ctOctave-1} * (oneShotHiSamples + repeatHiSamples)$.

The number of samples in the BODY chunk is

$$(2^0 + \dots + 2^{ctOctave-1}) * (oneShotHiSamples + repeatHiSamples)$$

Figure 3, below, looks closer at an example waveform within one octave of a different BODY chunk. In this example, $oneShotHiSamples / samplesPerHiCycle = 2$ cycles and $repeatHiSamples / samplesPerHiCycle = 1$ cycle.

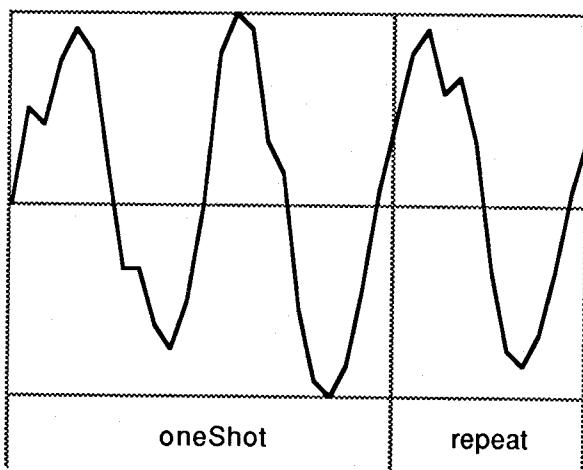


Figure 3. Example waveform.

To avoid playback "clicks" the one-shot part should begin with a small sample value, and flow smoothly into the repeat part. The end of the repeat part should flow smoothly into the beginning of the next repeat part.

If the VHDR field $sCompression \neq sCmpNone$, the BODY chunk is just an array of data bytes to feed through the specified decompressor function. All this stuff about sample sizes, octaves, and repeat parts applies to the decompressed data.

Be sure to follow an odd-length BODY chunk with a 0 pad byte.

Other Chunks

Issue: In the future, we may define an optional chunk containing Fourier series coefficients for a repeating waveform. An editor for this kind of synthesized voice could modify the coefficients and regenerate the waveform.

See the registry document for the latest information.

Appendix A. Quick Reference

Type Definitions

```

#define ID_8SVX MakeID('8', 'S', 'V', 'X')
#define ID_VHDR MakeID('V', 'H', 'D', 'R')

typedef LONG Fixed;           /* A fixed-point value, 16 bits to the left of
                               the point and 16 to the right. A Fixed is a
                               number of 216ths, i.e. 65536ths. */
#define Unity 0x10000L          /* Unity = Fixed 1.0 = maximum volume */

/* sCompression: Choice of compression algorithm.
#define sCmpNone      0      /* not compressed */
#define sCmpFibDelta   1      /* Fibonacci-delta encoding (Appendix C) */
                           /* Can be more kinds in the future. */

typedef struct {
    ULONG oneShotHiSamples,      /* # samples in the high octave 1-shot part */
          repeatHiSamples,       /* # samples in the high octave repeat part */
    samplesPerHiCycle;          /* # samples/cycle in high octave, else 0 */
    WORD samplesPerSec;          /* data sampling rate */
    UBYTE ctOctave,              /* # octaves of waveforms */
    sCompression;                /* data compression technique used */
    Fixed volume;                /* playback volume from 0 to Unity (full
                                   * volume). Map this value into the output
                                   * hardware's dynamic range. */
} Voice8Header;

#define ID_NAME MakeID('N', 'A', 'M', 'E')                                */
/* NAME chunk contains a CHAR[], the voice's name.                         */
#define ID_Copyright MakeID('(', 'c', ')', ' ')                            */
/* "(c)" chunk contains a CHAR[], the FORM's copyright notice.            */
#define ID_AUTH MakeID('A', 'U', 'T', 'H')                                 */
/* AUTH chunk contains a CHAR[], the author's name.                          */
#define ID_ANNO MakeID('A', 'N', 'N', 'O')                                */
/* ANNO chunk contains a CHAR[], author's text annotations.               */

#define ID_ATAK MakeID('A', 'T', 'A', 'K')
#define ID_Rlse MakeID('R', 'L', 'S', 'E')

typedef struct {
    WORD duration;                  /* segment duration in milliseconds, > 0 */
    Fixed dest;                    /* destination volume factor */
} EGPoint;

/* ATAK and RLSE chunks contain an EGPoint[], piecewise-linear envelope. */
/* The envelope defines a function of time returning Fixed values. It's
   * used to scale the nominal volume specified in the Voice8Header. */

#define ID_BODY MakeID('B', 'O', 'D', 'Y')
typedef character BYTE;          /* 8 bit signed number, -128 through 127. */
/* BODY chunk contains a BYTE[], array of audio data samples. */

```

8SVX Regular Expression

Here's a regular expression summary of the FORM 8SVX syntax. This could be an IFF file or part of one.

```

8SVX      ::= "FORM" #{ "8SVX" VHDR [NAME] [Copyright] [AUTH] ANNO*
              [ATAK] [RLSE] BODY }

VHDR      ::= "VHDR" #{ Voice8Header   }
NAME      ::= "NAME"  #{ CHAR*          } [0]
Copyright ::= "(c)"  #{ CHAR*          } [0]
AUTH      ::= "AUTH"  #{ CHAR*          } [0]
ANNO      ::= "ANNO"  #{ CHAR*          } [0]

ATAK      ::= "ATAK"  #{ EGPoint*       }
RLSE      ::= "RLSE"  #{ EGPoint*       }
BODY      ::= "FORM"  #{ BYTE*          } [0]

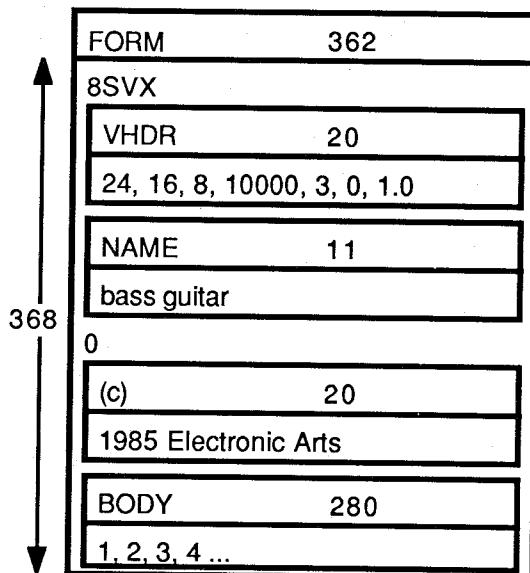
```

The token "#" represents a ckSize LONG count of the following {braced} data bytes. E.g. a VHDR's "#" should equal sizeof (Voice8Header). Literal items are shown in "quotes", [square bracket items] are optional, and "*" means 0 or more replications. A sometimes-needed pad byte is shown as "[0]".

Actually, the order of chunks in a FORM 8SVX is not as strict as this regular expression indicates. The property chunks VHDR, NAME, Copyright, and AUTH may actually appear in any order as long as they all precede the BODY chunk. The optional data chunks ANNO, ATAK, and RLSE don't have to precede the BODY chunk. And of course, new kinds of chunks may appear inside a FORM 8SVX in the future.

Appendix B. 8SVX Example

Here's a box diagram for a simple example containing the three octave BODY shown earlier in Figure 2.



The "0" after the NAME chunk is a pad byte.

Appendix C. Fibonacci Delta Compression

This is Steve Hayes' Fibonacci Delta sound compression technique. It's like the traditional delta encoding but encodes each delta in a mere 4 bits. The compressed data is half the size of the original data plus a 2-byte overhead for the initial value. This much compression introduces some distortion, so try it out and use it with discretion.

To achieve a reasonable slew rate, this algorithm looks up each stored 4-bit value in a table of Fibonacci numbers. So very small deltas are encoded precisely while larger deltas are approximated. When it has to make approximations, the compressor should adjust all the values (forwards and backwards in time) for minimum overall distortion.

Here is the decompressor written in the C programming language.

```
/* Fibonacci delta encoding for sound data. */

BYTE codeToDelta[16] = {-34,-21,-13,-8,-5,-3,-2,-1,0,1,2,3,5,8,13,21};

/* Unpack Fibonacci-delta encoded data from n byte source buffer into 2*n byte
 * dest buffer, given initial data value x. It returns the last data value x
 * so you can call it several times to incrementally decompress the data. */
short D1Unpack(source, n, dest, x)
    BYTE source[], dest[];
    LONG n;
    BYTE x;
{
    BYTE d;
    LONG i, lim;

    lim = n << 1;
    for (i = 0; i < lim; ++i)
        { /* Decode a data nybble; high nybble then low nybble. */
        d = source[i >> 1];           /* get a pair of nybbles */
        if (i & 1)                     /* select low or high nybble? */
            d &= 0xf;                 /* mask to get the low nybble */
        else
            d >>= 4;                /* shift to get the high nybble */
        x += codeToDelta[d];          /* add in the decoded delta */
        dest[i] = x;                 /* store a 1-byte sample */
        }
    return(x);
}

/* Unpack Fibonacci-delta encoded data from n byte source buffer into 2*(n-2)
 * byte dest buffer. Source buffer has a pad byte, an 8-bit initial value,
 * followed by n-2 bytes comprising 2*(n-2) 4-bit encoded samples. */
void DUnpack(source, n, dest)
    BYTE source[], dest[];
    LONG n;
{
    D1Unpack(source + 2, n - 2, dest, source[1]);
}
```

Additional IFF Documents

These documents include the latest IFF News, FORM and CHUNK registration, an introduction to ILBM and Amiga ViewModes, design theory of IFF, and descriptions of the EA code modules.

IFF News 11/88
=====
Carolyn Scheppner ~ CBM

FORMS and Chunks not in the original EA IFF specs

A "Registry" document has been added to the IFF specs. The Registry contains lists of all registered chunks and forms, and notes on additions and changes to the specs of the original EA forms and their chunks.

Form specifications for registered public third-party forms will appear in the Third-Party section of the IFF manual. However, due to the proliferation of application-specific forms, future IFF manuals might only contain forms in use by more than one company's products.

Creating and Registering New FORMs and Chunks

Authors who wish to create new forms or chunks are strongly urged to

- Collaborate with other software authors and CBM on their design
- Choose unique names and reserve them with CBM to avoid conflicts
- Register all new forms and chunks with CBM

Authors should remember special-purpose chunks are usually lost when an IFF FORM is loaded into another application and saved back out. The IFF spec states that IFF writers must not write back chunks that they don't understand because inconsistencies could be created in the FORM.

The current CBM contact for registration of IFF FORMs and chunks is:

Carolyn Scheppner - CATS/IFF
CBM
1200 Wilson Drive
West Chester, PA. 19380 U.S.A.

UUCP: {allegra|rutgers|uunet}!cbmvax!carolyn
BIX: cscheppner (proposals may be posted/discussed in amiga.dev/iff)

3. The embedded ILBM forms in an ANIM do not adhere to the ILBM spec and technically should have had a different chunk ID. They do not contain the required ILBM property BMHD, and instead contain an ANHD and delta information for changing the previous image. This inconsistency occurred because the original ANIM concept of sequential ILBMs was slowly modified, for speed and compactness, into a single ILBM followed by frames containing encoded animation changes. After much discussion with the authors and third parties supporting the ANIM form, it was decided that this inconsistency must remain for now to avoid breaking existing products.

ILBM Problem Areas

Thanks to John Bittner of the Zuma Group for organizing much of this information in our amiga.dev/iff conference on BIX.

1. PageWidth and PageHeight - Overscan or Not ?

There are two sets of variables in an ILBM which describe the size of the picture. The image dimensions are stored in w and h. The other two variables, pageWidth and pageHeight, have been interpreted in different ways by the various applications which create ILBMs.

The ILBM spec describes them as follows:

"The size in pixels of the source "page" (any raster device) is stored in pageWidth and pageHeight, e.g. (320,200) for a low resolution Amiga display. This information might be used to scale an image or to automatically set the display format to suit the image. (The image can be larger than the page.)"

DPaintII stores the normal Amiga screen size in pageWidth and pageHeight, and the image size (which may be larger) in w and h. Up until now, we have maintained that this is the correct use of these variables because it preserves the normal screen dimensions for programs which wish to clip or scroll larger images in a normal size display. In addition, storage of the normal screen size makes it possible for the correct ViewModes to be determined in the absence of an Amiga ViewModes CAMG chunk.

However, a number of other applications which save overscan images store the full size of their display ViewPort in the pageWidth and pageHeight variables, and there seems to be a growing consensus that this is the correct use of these variables. This approach is non-Amiga-specific and preserves the artist's intent of the size raster in which the image was meant to be displayed.

For now, flexible ILBM readers should be prepared to deal with either alternative, and must parse CAMG chunks for the correct Amiga ViewModes. If a CAMG chunk is not present, ViewModes must be guessed based on the pageWidth and pageHeight. For 1.3 viewmodes, width greater than or equal to 640 can be assumed HIRES, and height greater than or equal to 400 assumed LACE. These assumptions may be incorrect for future viewmodes.

2. The Use and Misuse of the CAMG chunk

The "optional" ILBM chunk CAMG holds the Amiga ViewModes for displaying the image contained in an ILBM.

With the current variety of overscan storage methods, and the introduction of HAM and HALFBRITE paint packages, it is extremely important that all Amiga ILBM readers and writers save and parse this chunk. I have actually seen HALFBRITE ILBMs with NO CAMG chunk! I guess the reader programs are supposed to see that it's 6 bitplanes and toss a coin to decide if it's HAM or HALFBRITE. Please store CAMG chunks in all ILBMs and parse them when reading ILBMs.

When saving and parsing the CAMG chunk, you should be aware that certain ViewMode bits can cause problems for display programs which use the CAMG contents directly for Screen or View modes. The following Amiga Viewmode bits should be masked out when reading or writing a CAMG chunk: SPRITES, VP_HIDE, GENLOCK_AUDIO, and GENLOCK_VIDEO. The reserved high word of the CAMG must currently be written as zero but not assumed to be zero when read.

3. CRNG Color Cycling chunks - Active or Not ?

DPaintII, by default, usually saves CRNG chunks which contain cycle ranges and are marked as active, regardless of whether a picture is meant to be cycled. This makes it impossible for a cycling display program to reliably identify ILBMs which should not be cycled. Internally, DPaintII interprets a cycle rate <= 36 (RNG_NORATE) to mark a cycle range as non-active.

4. How many colors should a CMAP contain ?

There seems to be a great deal of variation in the size of the CMAP

stored in HAM ILBMs by various applications. Some store only the number of absolute colors used in that particular HAM ILBM. Programs that do this must be really careful about following the IFF spec rules regarding the padding between odd-sized chunks. Some store the maximum number of absolute colors in a HAM display (16). Some store a full palette of 32, and many may store a palette of 64 because the supplied IFF example code generically uses $\text{1} \ll \text{bitmap} \gg \text{depth}$ when calculating the size CMAP to write. ILBM display programs must be careful to not blindly accept and set the number of color registers provided in a CMAP.

A Word about Compatibility

There have been several incidences of new ILBM graphic products going to market and then being found incompatible with major existing ILBM graphic software. Before releasing any product which saves IFF files of any type, please test the compatibility of your files by loading them into the major existing software products which read and write files of the same type, and try loading the files created by other applications. If you do not have access to a large number of these other products, try to find people who do and arrange file exchanges and compatibility tests. If your product adapts to PAL screen sizes or clock rate (important in audio period calculations), arrange for your product to also be tested on a PAL system.

Be especially careful if you are not using the EA supplied IFF reading, writing, and compression routines. This can sometimes lead to the creation of subtly out-of-spec IFF files which are rejected by products which use the IFF code supplied by EA. Some examples would be odd length chunks not followed by a pad byte or a reader not designed to handle pad bytes.
Another would be a badly compressed ILBM. The EA compressor is smart and does not encode a scan line if encoding would result in more bytes. The EA decompressor expects a smartly compressed file, and will return an error if handed an encoded line more than one control byte larger than destination scan line. If you are not using the EA IFF code, please make sure that your code follows all of the rules.

Future IFF

We hope to see a shared run-time iff.library sometime this year, through a coordinated effort between CBM and third-parties. Core IFF reading and writing routines will probably be in an IFF.library, with form-specific routines in separate modules or libraries. An IFF.library would take a lot of the code burden off of applications and would be especially useful for programmers using languages other than C.

IFF Registry 10/88

(Note - If anyone notices any omissions, please let me know.
 If anyone is writing unregistered FORMs or chunks, please
 register them. C. Scheppner CBM)

Original EA Filetypes and FORMs

Filetypes: FORM,PROP,LIST,CAT

Chunks found in more than one type of FORM:

AUTH, CHRS, (c), ANNO, NAME, TEXT

- Described in EA spec, may be found in some ILBMs and other forms.
- AUTH and (c) should be preserved by read/writers

FORM ILBM

BMHD - Bitmap header
 CMAP - rgb color map
 GRAB - Hot spot
 DEST - Planepick
 SPRT - Sprite info
 CAMG - Amiga Viewmodes
 CCRT - Cycle info (Graphicraft)
 CRNG - Cycle info (DPaint)
 BODY - Interleaved bitplane data

DPPV - DPaintII Perspective chunk (see Third Party Specs)
 DGWV - Digiview private chunk in 21-bit SaveRGB ILBMs
 BHSM - Photon Paint private (see their manual) (appears first in ILBM)
 BHCP - Photon Paint private (see their manual) (in full images)
 BHBA - Photon Paint private (see their manual) (in brushes)

also AUTH, (c), CHRS, etc.

ADDENDA

1. CRNG bit 1 defined as Reverse cycling flag

In DPaintII, Dan Silva has defined bit 1 (next to lowest bit) of the CRNG cycling chunk "active" variable as a flag for reverse color cycling. If this bit is set, cycle direction is reversed. Unfortunately, DPaintII internally uses rate (<= RNG_NORATE (36) to mean that a cycle range is inactive, and is not too careful about the value saved in the CRNG.active variable. This makes it impossible to determine programatically whether or not a DPaint pic should be cycled.

2. CAMG bits require masking

Under certain circumstances, unwanted application-specific ViewMode bits are saved to or loaded from a CAMG chunk. The SPRITES, VP_HIDE, GENLOCK_AUDIO, and GENLOCK_VIDEO flags should be masked out of the camg.ViewModes when saving or loading a CAMG chunk. The UWORLD of masked Amiga viewmodes is stored in the low word of CAMG.Viewmodes. The high word of CAMG.Viewmodes is reserved by Commodore and must currently be written as zeros, but not assumed to be zeros when read.

```
#include <graphics/view.h>
#define BADFLAGS (SPRITES|VP_HIDE|GENLOCK_AUDIO|GENLOCK_VIDEO)
#define FLAGMASK (~BADFLAGS)
#define CAMGMASK (FLAGMASK & 0x0000FFFF)

camg.ViewModes = viewport->Modes & CAMGMASK;
```

3. ILBMs in ANIM are non-standard

The embedded ILBM forms in an ANIM do not adhere to the ILBM spec and technically should have had a different chunk ID. They do not contain the required ILBM property BMHD, and instead contain an ANHD and delta information for changing the previous image. This inconsistency occurred because the original ANIM concept of sequential ILBMs was slowly modified, for speed and compactness, into a single ILBM followed by frames containing encoded animation changes. After much discussion with the authors and third parties supporting the ANIM form, it was decided that this inconsistency must remain for now to avoid breaking existing products.

FORM FTXT

FONS - Font specification
 CHRS - Ascii characters and ISO/ANSII standard control sequences
 also AUTH, (c), CHRS, etc.

FORM SMUS

SHDR - Score header
 NAME - Name of score
 INSL - Instrument
 TRAK - Data chunk for one track
 also AUTH, (c), NAME, ANNO, CHRS, etc.

ADDENDA

EA has reserved two new sEvents for SMUS since the IFF release which appears in the Addison-Wesley manuals:

SID Value	Next Data Byte
#define SID_Clef 135	0=treble, 1=bass, 2=alto, 3=tenor
#define SID_Tempo 136	beats per second (0-255)

FORM 8SVX

VHDR - Voice header
 ATAK - Attack info
 RLSE - Release info
 BODY - Data samples grouped by octave (may be Fibonacci-delta encoded)

CHAN - Stereo channel chunk (Gold Disk - see third party specs)
 PAN - Stereo pan chunk (Gold Disk - see third party specs)

also AUTH, (c), NAME, ANNO, etc.

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FORM ACBM

Amiga Contiguous Bitmap (used in AmigaBasic Demos)
Contains normal ILBM chunks except:

ABIT replaces BODY (ABIT is uncompressed contiguous bitplane data)

FORM AIFF

Apple Audio IFF Form for 1 to 32-bit audio samples. By Steve Milne, Apple
I posted a general description in BIX amiga.dev/iff.
I don't plan to add it to our Amiga IFF manual.

FORM ANBM

Animated bitmap FORM, used in Deluxe Video by Posehn & Case for EA
Should appear in 1988 IFF manual.

FORM ANIM

Cel Animation FORM used by Videoscape-3D (Aegis)

ANHD
DLTA

ANIM contains embedded "ILBM"'s, all but first not true ILBM's but rather
containing ANHD (Anim header) and DLTA (changes to create next cell).

Latest ANIM spec is in the May/June 88 AmigaMail, and is also posted on
BIX in amiga.dev/docs. Spec in August 87 IFF manual is outdated.
The new spec will appear in 1988 IFF manual.

FORM BANK

SoundQuest Editor/Librarian format for MIDI system-exclusive data dump.
Form spec has not yet been provided.

FORM HEAD

Idea processor FORM used by Flow (New Horizons Software)
Described in current IFF manual.

NEST
TEXT
FSCC

FORM MIDI

Expecting spec soon - watch BIX amiga.dev/iff
Circum Design

FORM PGTB

ProGram TraceBack diagnostic dump image - John Toebees, S.A.S.
Presented at Devcon. Should appear in 1988 IFF manual.

FORM SYTH

SoundQuest Master Librarian format for MIDI system-exclusive driver.

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Form spec has not yet been provided.

FORM WORD

Word processing FORM used by Prowrite (New Horizons Software)
See spec in current IFF manual.

FONT
COLR
DOC
HEAD
FOOT
PCITS
PARA
TABS
PAGE
TEXT
FSCC
PINF

Private Registered Third Party FORMS

FORM C100

Cloanto Italia (private word processing form)
Chunks C1C0, CLK0, CLFO, CLU0, CLK1
CLC0 and CLK0 used in C100 forms
CLFO and CLU0 used in C100 and F'TXT forms
Also SGR9 SGR29 (label start and end)

FORM PDEF

Deluxe Print page definition (EA)

FORM RGB4

For 4 bit R G B pixel information

COMP (chunk containing compression table for the FORM)

The RGB4 FORM contains a BMHD which will specify 2 as its Compression.
BMHD compression value 2 has been reserved for this algorithm
which is a modified Huffman encoding.

FORM SHAK

Used by Shakespeare, Infinity Software (private)
Contains embedded ILBMs

FORM VDEO

Deluxe Video (EA)

Proposed Third Party FORMS

FORM SAMP

=====
Sound sample FORM proposed by "dissidents" (BIX: jfiore)
Will be posted there if I get author's permission.
Designed to work cohesively with the MIDI standard.

FORM TDDD

=====
For ray-tracing program Turbo Silver by Impulse
Will probably be posted on BIX when finalized.

=====
Unregistered Third Party FORMs

=====
FORM SC3D

=====
Sculpt-3D

=====
Additional Reserved Names

Other IDs reserved in original EA IFF 85 spec:

1. TEXT - a chunk containing plain unformatted ASCII text
2. FNTR - raster font
3. FNTV - vector font
4. GSCR - general-use musical score
5. PICS - Macintosh picture
6. PLBM - obsolete
7. USCR - Uhuru Sound Software musical score
8. UVOX - Uhuru Sound Software Macintosh voice
9. Property IDs: OPGM, OCPU, OCMP, OSN, UNAM

Temporarily reserved by CBM or third parties:

1. CAT CLIP - to hold various representations of data clipped to clipboard
2. FORM ARC - possible archiving form discussed on Usenet a while back
3. ATXT, PTXT - temporarily reserved
4. ILBM chunks 3DCM, 3DPA - temporarily reserved
5. RGBX, CDAT - temporarily reserved
6. FORM MSMP, chunks MSHD, SSHD, SSLP - temporarily reserved
7. FORM FIGR - temporarily reserved
8. LIST MOVI - reserved
9. Chunk name END - reserved by CBM for future stream end indication

HAM pics will have the 0x800 bit set in CAMG chunk ViewModes.
HALBRITE pics will have the 0x80 bit set.

To transport a HAM or HALFBRITE picture to another machine, you must understand how HAM and HALFBRITE work on the Amiga.

How Amiga HAM mode works:

Amiga HAM (Hold and Modify) mode lets the Amiga display all 4096 RGB values. In HAM mode, the bits in the two last planes describe an R G or B modification to the color of the previous pixel on the line to create the color of the current pixel. So a 6-plane HAM picture has 4 planes for specifying absolute color pixels giving up to 16 absolute colors which would be specified in the ILBM CMAP chunk. The bits in the last two planes are color modification bits which cause the Amiga, in HAM mode, to take the RGB value of the previous pixel (Hold and), substitute the 4 bits in planes 0-3 for the previous color's R G or B component (Modify) and display the result for the current pixel. If the first pixel of a scan line is a modification pixel, it modifies the RGB value of the border color (register 0). The color modification bits in the last two planes (planes 4 and 5) are interpreted as follows:

00 - no modification. Use planes 0-3 as normal color register index
10 - hold previous, replacing Blue component with bits from planes 0-3
01 - hold previous, replacing Red component with bits from planes 0-3
11 - hold previous. replacing Green component with bits from planes 0-3

How Amiga HALFBRITE mode works:

This one is simpler. In HALFBRITE mode, the Amiga interprets the bit in the last plane as HALFBRITE modification. The bits in the other planes are treated as normal color register numbers (RGB values for each color register is specified in the CMAP chunk). If the bit in the last plane is set (1), then that pixel is displayed at half brightness. This can provide up to 64 absolute colors.

Other Notes:

Amiga ILBMs images must be a even number of bytes wide. Smaller images (such as brushes) are padded to an even byte width.

ILBMs created with Electronic Arts IBM and Amiga "DPaintII" packages are compatible (though you may have to use a '.lbo' filename extension on an IBM). The ILBM graphic files may be transferred between the machines (or between the Amiga and IBM sides your Amiga if you have a CBM Bridgeboard card installed) and loaded into either package.

BACKGROUND ON THE EXAMPLE IFF SOURCE CODE

Jerry Morrison, 1/30/86

The example IFF code is written using a programming style and techniques that may be unfamiliar to you. So here's a tutorial on "call-back procedures", "enumerators", "interfaces", and "sub-classed structures". I recommend these programming practices independently of IFF software.

DEFINITIONS: "CLIENT" VS. "USER"

First, some definitions. The word "user" is reserved for a human user of a software package. That's you and me.

A "client" of a software package, on the other hand, is a piece of software that uses that software package. A program that calls operating system routines such as "OpenFile" is a client of that operating system.

CALL-BACK PROCEDURES

Consider an operating system subroutine "ListDir" that lists the files in a disk directory. It might allow you to list just the filenames matching a pattern like "a*.text". Maybe you can ask it to list just the files created since yesterday ... or those longer than 2000 bytes. ListDir is a fancy, general-purpose directory subroutine that lets you pass in a number of arguments to filter the listing.

A C definition might look like:

```
void ListDir(directory, namePattern, minSize, maxSize, minDate ...); ... {
    for (each file in the directory)
        if ( PatternMatch(namePattern, filename)
            && fileSize >= minSize
            && fileSize <= maxSize
            && fileDate >= minDate
            && ... )
            printf("%s\n", filename); /* probably fancier than this... */
}
```

and your call to it:

```
ListDir(myDir, "a*.text", 0, maxFileSize, date1_1900, ...);
```

When you think about it, these filtering arguments make up a special-purpose "file filtering language". The person who designed this subroutine "ListDir" might be pretty pleased with his accomplishment. But in practice he can never put in enough features into this special-purpose language to satisfy everyone. (You say you need to list just the files currently open?) And he may have provided a lot of functionality that is rarely needed. Is this filtering language what he should spending his time designing, writing, and debugging?

A much better technique is to use a "call-back procedure". The concept is simple: instead of all those filter arguments to ListDir, you pass it a pointer to a "filter procedure". ListDir simply calls your procedure (via the pointer) to do the filtering, once per file. It passes each filename to your "filter proc", which returns "TRUE" to include that file in the listing or "FALSE" to skip it.

```
typedef BOOL FilterProc(); /* FilterProc: a BOOL procedure */

void ListDir(directory, filterProc);
    Directory directory; FilterProc *filterProc;
    for (each file in the directory)
        if ( (*filterProc)(filename) ) printf("%s\n", filename);
}
```

and your code:

```
BOOL MyFilterProc(filename) STRING filename; {
    return(PatternMatch("a*.text", filename));
}

ListDir(myDir, MyFilterProc);
```

This technique has many advantages. It gives unlimited flexibility to ListProc. It means you can use a general-purpose programming language instead of learning a special-purpose filtering language. It's more efficient to call a compiled subroutine than to "interpret" the filtering parameters. And it means you can do anything you want in a filter proc, from selecting files on the basis of numerology to copying files to backup tape.

In practice, ListDir would have data about each file readily available. So it should pass this data to the filter proc to save time.

As Alan Kay once said, "Simple things should be simple and complex things should be possible."

STANDARD CALL-BACK PROCEDURE

I could extend ListDir to accept a NULL FilterProc pointer to mean "list all files". More likely, I'd supply a standard call-back procedure "FilterTRUE" that always returns TRUE. Then ListDir(directory, FilterTRUE) will list all files with no special test for filterProc == NULL.

```
52
H   BOOL FilterTRUE(filename) STRING filename; {
I     return(TRUE);
} 82
```

ENUMERATORS

Let's take our ListDir example one step further. Rather than have ListDir print the selected filenames, have it JUST call your custom proc for every file. Let your custom proc print the filenames, maybe in your own personal format. Or maybe have it quietly backup new files, or ask the user which ones to delete, or ...

```
typedef CallBackProc/* filename */;

void ListDir(directory, callBackProc);
    Directory directory; CallBackProc *callBackProc;
    for (each file in the directory)
        (*callBackProc)(filename);
}
```

and your code:

```
void MyProc(filename) STRING filename; {
    if ( PatternMatch("a*.text", filename) )
        printf("%s\n", filename);
}

ListDir(myDir, MyProc);
```

Now we're talking about a full-blown "enumerator". The procedure "ListDir" is said to "enumerate" all the files in a directory. It "applies" your call-back procedure to each file. The enumerator scans the directory and your call-back procedure processes the files. It deals with the internal directory details and you deal with the printout. A nice separation of concerns.

ListDir should come with a standard call-back procedure "PrintFilename" that lists the filename. By simply passing PrintFilename to ListDir, you can print a directory. By writing a call-back procedure that selectively calls the PrintFilename, you can filter the listing.

```
void PrintFilename(filename) STRING filename; {
    printf("%s\n", filename);
}
```

ENUMERATION CONTROL

A simple enhancement is to empower the call-back procedure to stop the enumeration early. That's easy. Have it return "TRUE" to stop. This is very handy, for example, to quit when you find what you're looking for. Let's expand this boolean "continue/stop" result into an integer error code.

```
#define OKAY 0
#define DONE -1
typedef int CallBackProc/* filename */;

int ListDir(directory, callBackProc);
    Directory directory; CallBackProc *callBackProc;
    int result = OKAY;
    for (each file in the directory) while (result == OKAY)
        result = (*callBackProc)(filename);
    return(result);
}
```

IFF FILE ENUMERATOR

Now we'll relate these techniques to the example IFF code. I'm assuming that you've read "EA IFF 85" Standard for Interchange Format Files. That memo is available from Commodore as part of their Amiga documentation. Also ask Commodore for "ILBM" IFF Interleaved Bitmap and the example IFF source code.

Two things make IFF files very flexible for lots of interchange between programs. First, file formats are independent of RAM formats. That means you have to do some conversion when you read and write IFF files. Second, the contents are stored in chunks according to global rules. That means you have to parse the file, i.e. scan it and react to what's actually there.

In the example IFF files IFF.H and IFFR.C, the routines ReadIFF, ReadILList, & ReadICat are enumeration procedures. ReadIFF scans an IFF file, enumerating all the "FORM", "LIST", "PROP", and "CAT" chunks encountered. ReadILList & ReadICat enumerate all the chunks in a LIST and CAT, respectively.

A ClientFrame record is a bundle of pointers to 4 "call-back procedures" getList, getProp, getForm, and getCat. These 4 procedures are called by ReadIFF, ReadILList, and ReadICat when the 4 kinds of IFF "groups" are encountered: "LIST", "PROP", "FORM", or "CAT".

These 3 enumerator procedures and 4 client procedures together make up a reader for IFF files--a very simple recursive descent parser. If you want to learn more about parsing, a real good place to look is the new edition "dragon book" by Aho, Ullman, and Sethi.

The procedure "SkipGroup" is just a default call-back procedure.

The "IFFP" values IFF_OKAY through BAD_IFF are the error codes used by the IFF enumerators. We use the type "IFFP" to declare variables (and procedure results) that hold such values. The code "IFF_OKAY" means "AOK; keep enumerating". The other values mean "stop" for one reason or other. "IFF_DONE" means "we're all done", while "END_MARK" means "we hit the

end at this nesting level".

CALL-BACK PROCEDURE STATE

ListDir is an enumerator with some internal state--it internally remembers its place in the directory. It loops over the directory, calling the client proc once per file. That's fine for some cases and less convenient for others. Consider this example that just lists the first 10 files:

```
int count;

int PrintFirst10(filename) STRING filename; {
    if (++count > 10) return(DONE);
    printf("%s\n", filename);
    return(OKEY);
}

void DoIt() {
    ...
    count = 0;
    ListDir(myDir, PrintFirst10);
    ...
}
```

Inherently, the client's code has to be split into code that calls the enumerator and a call-back procedure. Thus any communication between the two must be via global variables. In this trivial example, the global "count" saves state data between calls to PrintFirst10. Often, it's much more complex. But globals won't work if you need reentrant or recursive code. We really want "count" to be a local variable of DoIt.

Fixing this in Pascal is easy: Define PrintFirst10 as a nested procedure within DoIt so it can access DoIt's local variables. The manual analog in C is to redefine the enumerator to pass a raw "client data pointer" straight through to the call-back procedure. The two client procedures then communicate through the "client data pointer". DoIt would call ListDir(myDir, PrintFirst10, &count) which calls PrintFirst10(filename, &count).

```
#define OKAY 0
#define DONE -1
typedef int CallBackProc(/* filename, clientData */);

int ListDir(directory, callBackProc, clientData);
    Directory directory; CallBackProc *callBackProc; BYTE *clientData;
    int result = OKAY;
    for (each file in the directory) while (result == OKAY)
        result = (*callBackProc)(filename, clientData);
    return(result);
}
```

In general, an enumerator is sometimes inconvenient because it takes over control. Think about this: How could you enumerate two directories in parallel and copy the newer files from one directory to the other?

STATELESS ENUMERATOR

An alternate form without this disadvantage is the "stateless enumerator".

In a stateless enumerator, it's up to the client to keep its place in the enumeration. Call a procedure like GetNextFilename each time around the loop.

```
STRING curFilename = NULL;
int count = 0;
```

```
do {
    if (++count > 10) break; /* stop after 10 files */
    curFilename = GetNextFilename(directory, curFilename);
    if (curFilename == NULL) break; /* stop at end of directory */
    printf("%s\n", filename);
}
```

The stateless enumerator is sometimes better because it puts the client in control. The above example shows how easy it is to keep state information between iterations and to stop the enumeration easy. It's also easy to do things like list two directories in parallel.

IFF CHUNK ENUMERATOR

The following IFFR.C routines make up a stateless IFF chunk enumerator: OpenRIFF, OpenRGroup, GetChunkHdr and CloseRGroup. Together with IFFReadBytes, we have a complete layer of "chunk reader" subroutines. These subroutines are built upon the file stream package in the local system library.

GetChunkHdr is the "get next" procedure you call to get the next IFF chunk. (GetFChunkHdr, GetFlChunkHdr, and GetPChunkHdr are subroutines that call GetChunkHdr and do a little extra work.) OpenRIFF and OpenRGroup do the initialization needed before you can call GetChunkHdr. CloseRGroup does the cleanup work.

You supply a "GroupContext" pointer each time you call one of these "chunk reader" procedures. The enumeration state is kept in a GroupContext record which the *client* must allocate but the *enumerator* routines initialize and maintain. (The client may peek into a GroupContext but should never modify it directly.) The two procedures OpenRIFF and OpenRGroup initialize the GroupContext record. This "opens a context" for reading chunks. The procedure CloseRGroup cleans up when you're done with a GroupContext.

Here's the essence of an IFF scanner program. It handles whatever it finds, unlike inflexible file readers that demand conformance to a rigid file format. [Note: This code doesn't check for errors or end-of-context.]

```
OpenRGroup(..., context); /* initialize */
do {
    id = GetChunkHdr(context); /* get the next chunk's ID */
    switch (id) {
        case AAAA: {read in an AAAA chunk; break};
        case BBBB: {read in a BBBB chunk; break};
        ...
        default: {} /* just ignore unrecognized chunks */
    }
    CloseRGroup(context); /* cleanup */
```

GetChunkHdr reads the next chunk header and returns its chunk ID. You then dispatch on the chunk ID, that is, switch to a different piece of code for each type of chunk. If you don't recognize the chunk ID, just keep looping.

In each "case:" statement, call IFFReadBytes one or more times to read the chunk's contents. The readin work you do here depends on the chunk type and what you need in RAM. Since GetChunkHdr automatically skips to the start of the next chunk, it doesn't matter if you don't read all the data bytes.

GetChunkHdr does some other things for you automatically. When it reads a "group" chunk header (a chunk of type "FORM", "LIST", "CAT ", or "PROP") it automatically reads the subtype ID. That makes it very convenient to just open the contents of the group chunk as a group context and read the nested chunks. See the example source program ShowILBM for more about the relationship between a "GroupContext" and a "ClientFrame".

Like all the example IFF code, GetChunkHdr checks for errors. To handle GetChunkHdr errors, we just add cases to the switch statement. To stop at

end-of-context or an error in a switch case, we add a "while" clause at the end of the "do" statement.

CLIENTS, INTERFACES, AND IMPLEMENTORS

In the ListDir example, you can see that a lot of flexibility comes from decoupling the task of tracing through the directory's data structures from the task of filtering files and printing filenames. This is called modularity, or simply, dividing a program into parts.

Choosing good module boundaries is an art. It has a big impact on a programmer's ability to cope with large programs. Good modularity makes programs much easier to understand and modify. But this topic would be another whole tutorial in itself.

Just be aware that the example IFF program is divided into various "modules", each of which implements a different part of the bigger picture. One such module is the low level IFF reader/writer. It's split into two files IFFR.C and IFFW.C. Other such modules are the run encoder/decoder Packer.C and UnPacker.C, and ILBM read/write subroutines ILBMR.C and ILBMW.C.

You'll notice that all three of these "modules" are split into a pair of files. That's because most linkers aren't fancy enough to automatically eliminate unused subroutines, e.g. for a program like ShowILBM that reads but doesn't need the writer code. Also, a program like DeluxePaint wants read and write code in separate overlays. So think of each pair as a single module.

What I want to point out is the basic structure. Each "module" has an "interface" file (a .H file) that separates the "implementor" .C file(s) from the "client" programs. This interface is very important, in fact, more important than the code details inside the .C files. The interfaces for the above-mentioned modules are called IFF.H, Packer.H, and ILBM.H.

¹
⁸⁴ Everything about a layer of software that the clients need to know belongs in its interface: constant and type definitions, extern declarations for the procedures, and comments. The comments detail the purpose of the module and each procedure, the procedure arguments, side effects, results, and error codes, etc. Nothing the clients don't need to know belongs in its interface: internal implementation details that might change.

Thus, the modularization and other important design information is collected and documented in these interface files. So if you want to understand what a module does and how to use it, READ ITS INTERFACE. Don't dive headfirst into the implementation.

Two of the original articles on modular programming are
D.L. Parnas, "On the Criteria To Be Used in Decomposing Systems into Modules". Communications of the ACM 15, 12 (Dec. '72), pp 1053-1058.

B. Liskov and S. Zilles, "Programming with Abstract Data Types". Proceedings ACM SIGPLAN Conference on Very High-Level Languages. SIGPLAN Notices 9, 4 (April '74), pp 50-59.

SUBCLASSED STRUCTURES

One more technique. In programming, a general-purpose module may define a structure like ClientFrame. Along comes a more special-purpose program that needs a structure like it but with specialized fields added on. The answer is to build a larger structure whose first field is the earlier structure. This is called "subclassing" a structure, a term that comes from subclassing in Smalltalk.

In the Macintosh(tm) toolbox, the record GrafPort is subclassed to produce the record WindowRecord, which is subclassed again to produce a DialogWindow record.

Similarly in the example IFF program ShowILBM, the structure ClientFrame is subclassed to produce the more specialized structure ILBMFrame.

```
typedef struct {
    ClientFrame clientFrame;
    UBYTE foundBMHD;
    ...
} ILBMFrame;
```

Since the first field of an ILBMFrame is a ClientFrame, the ShowILBM procedure ReadPicture can coerce a *ClientFrame pointer to an *ILBMFrame pointer to pass it to ReadIFF (which knows nothing about ILBMFrame). When ReadIFF calls back ShowILBM's getForm procedure, we can coerce it back to an *ILBMFrame pointer. Take a look at ShowILBM to see how this works.

Overview of EA IFF example source files

This source code is distributed as public domain software. Use it to help write robust IFF-compatible programs.

Caveat: Electronic Arts developed this code, and is releasing it to promote the success of the Amiga. EA does not have the resources to supply support for this code. For support, Amiga software developers contact Commodore directly.

1. Description of the EA-provided sources and include files

COMPILER.H	Portability file to isolate compiler idiosyncrasies.
INTUALL.H	A super-include file for Amiga include files.
REMALLOC.H	Header for RemAlloc subroutines.
REMALLOC.C	Memory ALLOCators which REMember the size allocated, for simpler freeing.
GIO.H	Header file for Generic I/O speed up package.
GIO.C	Generic I/O speed up routines (a disk cache).
GIOCALL.C	Outline of example GIO client. To turn on the GIO package, change a switch in GIO.H, add GIO.O to the linker control file, and recompile.
IFF.H	Header file for general IFF read/write support.
IFFR.C	IFF reader support routines.
IFFW.C	IFF writer support routines. These routines do a lot of the work for reading and writing IFF files robustly. The reader and writer are separate since some programs don't need both.
IFFCHECK.C	IFF checker utility source (very handy for debugging). The IFF checker scans an IFF file, checks it for syntax errors, and prints an outline of its contents.
PACKER.H	Header for byte run encoder (compressor) subroutines.
PACKER.C	Run encoder subroutines.
UNPACKER.C	Run decoder subroutines. This run encoder/decoder is used for ILBM raster images.
ILBM.H	Header for ILBM (raster image file) subroutines.
ILBMR.C	ILBM reader support routines. Uses IFFR.
ILBMW.C	ILBM writer support routines. Uses IFFW.
READPICT.H	Header for ReadPicture subroutines.
READPICT.C	ReadPicture subroutines read an ILBM file into an Amiga BitMap in RAM. Uses ILBMR and IFFR.
SHOWILBM.C	Example program that reads and displays an ILBM file.
PUTPICT.H	Header for PutPict subroutines.
PUTPICT.C	PutPict subroutines write an Amiga BitMap from RAM to an ILBM file. Uses ILBMW and IFFW.
RAW2ILBM.C	Example program that reads a "raw" raster image file and writes the image as an ILBM file.
ILBM2Raw.C	Example program that reads an image as an ILBM file and writes the image as a "raw" raster image file.
BMPrintC.C	Subroutine that actually does the text dump.
ILBMDump.C	Example program that reads an image as an ILBM file and writes the image as a text file containing C data initialization statements for either a BOB or a Sprite.

H
-
85

2. Compiler idiosyncracies.

This source code was built for the Lattice 68000 Amiga C cross-compiler, and the Metacomco ALink linker. Some of the IFF source code assumes that the compiler will support function prototyping: the ability to typecheck procedure arguments (templates). Believe me, typechecking is useful! The more bugs I find at compile time, the less I have to find at run time.

The programmer asks for this typechecking via an "extern" statement like this:

```
extern IFFP Seek(BPTR, LONG, LONG);
typedef IFFP ClientProc(struct _GroupContext *);
```

Unfortunately, this chokes some C compilers. If you have such a compiler, you have to comment out the stuff in parentheses. The above two examples become:

```
extern IFFP Seek/* BPTR, LONG, LONG */;
typedef IFFP ClientProc/* struct _GroupContext * */;
```

Don't remove the parentheses!

The header file COMPILER.H defines macros to isolate the compiler dependencies. The macro FDWAT ("function definitions with argument types") switches on/off the argument type declarations in the header files in this directory.

3. RemAlloc subroutines.

The "REMembering ALLOCator" is a useful little subroutine package included here. It saves you from having to remember the size of each node you allocate. (Why doesn't the Amiga allocator do this?)

4. Optional buffered file I/O package GIO.

Amiga file I/O can be greatly sped up by use of a RAM buffer. So we now have a layer of software that provides optional buffering. Some compilers may also have such a layer, in which case ignore this one. The "option" is controlled by changing a "#define" inside the header file GIO.H, adding GIO.O to your link file, recompiling, and recompiling. When turned off, this layer becomes just a layer of macro calls between the IFFR and IFFW modules and the AmigaOS routines they call.

This RAM buffer speeds things up when you're doing numerous small Writes and/or Seeks while writing. The general IFF writer IFFW.C tends to do this. It should be extended to optimize reading, too. If you are not using IFF, and already Write in chunks of 256 bytes or more, don't bother using GIO.

Third Party Public Registered FORM and Chunk Specifications

This section contains the specifications of many public registered third party IFF FORMs and Chunks currently used in Amiga software products. As noted in the Registry, there are additional forms for which final specs are not yet available, most notably the SAMP, SYTH, and BANK midi-related formats. Check for availability of these form specs in the CATS IFF topic on BIX (amiga.dev/iff).

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SMUS.CHAN and SMUS.PAN Chunks
Stereo imaging in the "8SVX" IFF 8-bit Sample Voice
Registered by David Jones, Gold Disk Inc.

There are two ways to create stereo imaging when playing back a digitized sound. The first relies on the original sound being created with a stereo sampler: two different samples are digitized simultaneously, using right and left inputs. To play back this type of sample while maintaining the stereo imaging, both channels must be set to the same volume. The second type of stereo sound plays the identical information on two different channels at different volumes. This gives the sample an absolute position in the stereo field. Unfortunately, there are currently a number of methods for doing this currently implemented on the Amiga, none truly adhering to any type of standard. What I have tried to do is provide a way of doing this consistently, while retaining compatibility with existing (non-standard) systems. Introduced below are two optional data chunks, CHAN and PAN. CHAN deals with sounds sampled in stereo, and PAN with samples given stereo characteristics after the fact.

Optional Data Chunk CHAN

This chunk is already written by the software for a popular stereo sampler. To maintain the ability to read these samples, its implementation here is therefore limited to maintain compatibility.

The optional data chunk CHAN gives the information necessary to play a sample on a specified channel, or combination of channels. This chunk would be useful for programs employing stereo recording or playback of sampled sounds.

68 #define RIGHT 4L
 #define LEFT 2L
 #define STEREO 6L

 #define ID_CHAN MakeID('C','H','A','N')

 typedef sampletype LONG;

If "sampletype" is RIGHT, the program reading the sample knows that it was originally intended to play on a channel routed to the right speaker, (channels 1 and 2 on the Amiga). If "sampletype" is LEFT, the left speaker was intended (Amiga channels 0 and 3). It is left to the discretion of the programmer to decide whether or not to play a sample when a channel on the side designated by "sampletype" cannot be allocated.

If "sampletype" is STEREO, then the sample requires a pair of channels routed to both speakers (Amiga pairs [0,1] and [2,3]). The BODY chunk for stereo pairs contains both left and right information. To adhere to existing conventions, sampling software should write first the LEFT information, followed by the RIGHT. The LEFT and RIGHT information should be equal in length.

Again, it is left to the programmer to decide what to do if a channel for a stereo pair can't be allocated; whether to play the available channel only, or to allocate another channel routed to the wrong speaker.

Optional Data Chunk PAN

The optional data chunk PAN provides the necessary information to create a stereo sound using a single array of data. It is necessary to replay the sample simultaneously on two channels, at different volumes.

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```
#define ID_PAN MakeID('P','A','N',' ')  
typedef sposition Fixed; /* 0 <= sposition <= Unity */  
/* Unity is elsewhere #defi  
 * refers to the maximum po  
 */
```

/* Please note that 'Fixed' (elsewhere #defined as LONG) is used to
 * allow for compatibility between audio hardware of different resolutions.
 */

The 'sposition' variable describes a position in the stereo field. The numbers of discrete stereo positions available is equal to 1/2 the number of discrete volumes for a single channel.

The sample must be played on both the right and left channels. The overall volume of the sample is determined by the "volume" field in the Voice8Header structure in the VHDR chunk.

The left channel volume = overall volume / (Unity / sposition).
" right " " = overall volume - left channel volume.

For example:

```
If sposition = Unity, the sample is panned all the way to the left.  
If sposition = 0, the sample is panned all the way to the right.  
If sposition = Unity/2, the sample is centered in the stereo field.
```

IFF FORM / CHUNK DESCRIPTION

Form/Chunk ID: FORM ACBM (Amiga Contiguous BitMap)
 Chunk ABIT (Amiga BITplanes)

Date Submitted: 05/29/86
 Submitted by: Carolyn Scheppner CBM

FORM

FORM ID: ACBM (Amiga Contiguous BitMap)

FORM Description:

FORM ACBM has the same format as FORM ILBM except the normal BODY chunk (InterLeaved BitMap) is replaced by an ABIT chunk (Amiga BITplanes).

FORM Purpose:

To enable faster loading/saving of screens, especially from Basic, while retaining the flexibility and portability of IFF format files.

CHUNKS

Chunk ID: ABIT (Amiga BITplanes)

Chunk Description:

The ABIT chunk contains contiguous bitplane data. The chunk contains sequential data for bitplane 0 through bitplane n.

Chunk Purpose:

To enable loading/storing of bitmaps with one DOS Read/Write per bitplane. Significant speed increases are realized when loading/saving screens from Basic.

SUPPORTING SOFTWARE

(Public Domain, available soon via Fish PD disk, various networks)

LoadILBM-SaveACBM (AmigaBasic)

Loads and displays an IFF ILBM pic file (Graphicraft, DPaint, Images).
 Optionally saves the screen in ACBM format.

LoadACBM (AmigaBasic)

Loads and display an ACBM format pic file.

SaveILBM (AmigaBasic)

Saves a demo screen as an ILBM pic file which can be loaded into Graphicraft, DPaint, Images.

TITLE: Form ANBM (animated bitmap form used by Framer, Deluxe Video)
 (note from the author)

The format was designed for simplicity at a time when the IFF standard was very new and strange to us all. It was not designed to be a general purpose animation format. It was intended to be a private format for use by DVvideo, with the hope that a more powerful format would emerge as the Amiga became more popular.

I hope you will publish this format so that other formats will not inadvertently conflict with it.

PURPOSE: To define simple animated bitmaps for use in DeluxeVideo.

In Deluxe Video objects appear and move in the foreground with a picture in the background. Objects are "small" bitmaps usually saved as brushes from DeluxePaint and pictures are large full screen bitmaps saved as files from DeluxePaint.

Two new chunk headers are defined: ANBM and FSQN.

An animated bitmap (ANBM) is a series of bitmaps of the same size and depth. Each bitmap in the series is called a frame and is labeled by a character, 'a b c ...' in the order they appear in the file.

The frame sequence chunk (FSQN) specifies the playback sequence of the individual bitmaps to achieve animation. FSQN_CYCLE and FSQN_TOFR specify two algorithmic sequences. If neither of these bits is set, an arbitrary sequence can be used instead.

- | | |
|------------|---|
| ANBM | - identifies this file as an animated bitmap |
| .FSQN | - playback sequence information |
| .LIST ILBM | - LIST allows following ILBMs to share properties |
| .PROP ILBM | - properties follow |
| .BMHD | - bitmap header defines common size and depth |
| .CMAP | - colormap defines common colors |
| .FORM ILBM | - first frame follows |
| .BODY | - the first frame |
| . | - FORM ILBM and BODY for each remaining frame |

Chunk Description:

The ANBM chunk identifies this file as an animated bitmap

Chunk Spec:

```
#define ANBM MakeID('A','N','B','M')
```

Disk record:

none

Chunk Description:

The FSQN chunk specifies the frame playback sequence

Chunk Spec:

```
#define FSQN MakeID('F','S','Q','N')
```

```
/* Flags */
#define FSQN_CYCLE 0x0001 /* Ignore sequence, cycle a,b,...y,z,a,b,... */
#define FSQN_TOFR 0x0002 /* Ignore sequence, cycle a,b,...y,z,y,...a,b,... */
```

```
/* Disk record */
typedef struct {
    WORD numframes;      /* Number of frames in the sequence */
    LONG dt;             /* Nominal time between frames in jiffies */
    WORDBITS flags;      /* Bits modify behavior of the animation */
    UBYTE sequence[80];  /* string of 'a'...'z' specifying sequence */
} FrameSeqn;
```

Supporting Software:

DeluxeVideo by Mike Posehn and Tom Case for Electronic Arts

Thanks,
Mike Posehn

TITLE: New ANIM spec (with typos corrected)

A N I M
An IFF Format For CEL Animations

Revision date: 4 May 1988

prepared by:

SPARTA Inc.
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1.0 Introduction

The ANIM IFF format was developed at Sparta originally for the production of animated video sequences on the Amiga computer. The intent was to be able to store, and play back, sequences of frames and to minimize both the storage space on disk (through compression) and playback time (through efficient de-compression algorithms). It was desired to maintain maximum compatibility with existing IFF formats and to be able to display the initial frame as a normal still IFF picture.

Several compression schemes have been introduced in the ANIM format. Most of these are strictly of historical interest as the only one currently being placed in new code is the vertical run length encoded byte encoding developed by Jim Kent.

1.1 ANIM Format Overview

The general philosophy of ANIMs is to present the initial frame as a normal, run-length-encoded, IFF picture. Subsequent frames are then described by listing only their differences from a previous frame. Normally, the "previous" frame is two frames back as that is the frame remaining in the hidden screen buffer when double-buffering is used. To better understand this, suppose one has two screens, called A and B, and the ability to instantly switch the display from one to the other. The normal playback mode is to load the initial frame into A and duplicate it into B. Then frame A is displayed on the screen. Then the differences for frame 2 are used to alter screen B and it is displayed. Then the differences for frame 3 are used to alter screen A and it is displayed, and so on. Note that frame 2 is stored as differences from frame 1, but all other frames are stored as differences from two frames back.

ANIM is an IFF FORM and its basic format is as follows (this assumes the reader has a basic understanding of IFF format files):

FORM ANIM	
. . FORM ILBM	first frame
. . BMHD	normal type IFF data
. . ANHD	optional animation header
. . CMAP	chunk for timing of 1st frame.
. . BODY	
. . FORM ILBM	frame 2
. . ANHD	animation header chunk
. . DLTA	delta mode data

```
. FORM ILBM      frame 3
. . ANHD
. . DLTA
...
```

The initial FORM ILBM can contain all the normal ILBM chunks, such as CRNG, etc. The BODY will normally be a standard run-length-encoded data chunk (but may be any other legal compression mode as indicated by the BMHD). If desired, an ANHD chunk can appear here to provide timing data for the first frame. If it is here, the operation field should be =0.

The subsequent FORMS ILBM contain an ANHD, instead of a BMHD, which duplicates some of BMHD and has additional parameters pertaining to the animation frame. The DLTA chunk contains the data for the delta compression modes. If the older XOR compression mode is used, then a BODY chunk will be here. In addition, other chunks may be placed in each of these as deemed necessary (and as code is placed in player programs to utilize them). A good example would be CMAP chunks to alter the color palette. A basic assumption in ANIMs is that the size of the bitmap, and the display mode (e.g. HAM) will not change through the animation. Take care when playing an ANIM that if a CMAP occurs with a frame, then the change must be applied to both buffers.

Note that the DLTA chunks are not interleaved bitmap representations, thus the use of the ILBM form is inappropriate for these frames. However, this inconsistency was not noted until there were a number of commercial products either released or close to release which generated/played this format. Therefore, this is probably an inconsistency which will have to stay with us.

1.2 Recording ANIMs

To record an ANIM will require three bitmaps - one for creation of the next frame, and two more for a "history" of the previous two frames for performing the compression calculations (e.g. the delta mode calculations).

There are five frame-to-frame compression methods currently defined. The first three are mainly for historical interest. The product Aegis VideoScape 3D utilizes the third method in version 1.0, but switched to method 5 on 2.0. This is the only instance known of a commercial product generating ANIMs of any of the first three methods. The fourth method is a general short or long word compression scheme which has several options including whether the compression is horizontal or vertical, and whether or not it is XOR format. This offers a choice to the user for the optimization of file size and/or playback speed. The fifth method is the byte vertical run length encoding as designed by Jim Kent. Do not confuse this with Jim's RIFF file format which is different than ANIM. Here we utilized his compression/decompression routines within the ANIM file structure.

The following paragraphs give a general outline of each of the methods of compression currently included in this spec.

1.2.1 XOR mode

This mode is the original and is included here for historical interest. In general, the delta modes are far superior. The creation of XOR mode is quite simple. One simply performs an exclusive-or (XOR) between all corresponding bytes of the new frame and two frames back. This results in a new bitmap with 0 bits wherever the two frames were identical, and 1 bits where they are different. Then this new bitmap is saved using run-length-encoding. A major

obstacle of this mode is in the time consumed in performing the XOR upon reconstructing the image.

1.2.2 Long Delta mode

This mode stores the actual new frame long-words which are different, along with the offset in the bitmap. The exact format is shown and discussed in section 2 below. Each plane is handled separately, with no data being saved if no changes take place in a given plane. Strings of 2 or more long-words in a row which change can be run together so offsets do not have to be saved for each one.

Constructing this data chunk usually consists of having a buffer to hold the data, and calculating the data as one compares the new frame, long-word by long-word, with two frames back.

1.2.3 Short Delta mode

This mode is identical to the Long Delta mode except that short-words are saved instead of long-words. In most instances, this mode results in a smaller DLTA chunk. The Long Delta mode is mainly of interest in improving the playback speed when used on a 32-bit 68020 Turbo Amiga.

1.2.4 General Delta mode

The above two delta compression modes were hastily put together. This mode was an attempt to provide a well-thought-out delta compression scheme. Options provide for both short and long word compression, either vertical or horizontal compression, XOR mode (which permits reverse playback), etc. About the time this was being finalized, the fifth mode, below, was developed by Jim Kent. In practice the short-vertical-run-length-encoded deltas in this mode play back faster than the fifth mode (which is in essence a byte-vertical-run-length-encoded delta mode) but does not compress as well - especially for very noisy data such as digitized images. In most cases, playback speed not being terrifically slower, the better compression (sometimes 2x) is preferable due to limited storage media in most machines.

Details on this method are contained in section 2.2.2 below.

1.2.5 Byte Vertical Compression

This method does not offer the many options that method 4 offers, but is very successful at producing decent compression even for very noisy data such as digitized images. The method was devised by Jim Kent and is utilized in his RIFF file format which is different than the ANIM format. The description of this method in this document is taken from Jim's writings. Further, he has released both compression and decompression code to public domain.

Details on this method are contained in section 2.2.3 below.

1.3 Playing ANIMs

Playback of ANIMs will usually require two buffers, as mentioned above, and double-buffering between them. The frame data from the ANIM file is used to modify the hidden frame to the next frame to be shown. When using the XOR mode, the usual run-length-decoding routine can be easily modified to do the exclusive-or operation required. Note that runs of zero bytes, which will be very common, can be ignored, as an exclusive or of any byte value to a byte of zero will not alter the original byte value.

The general procedure, for all compression techniques, is to first

decode the initial ILBM picture into the hidden buffer and double-buffer it into view. Then this picture is copied to the other (now hidden) buffer. At this point each frame is displayed with the same procedure. The next frame is formed in the hidden buffer by applying the DLTA data (or the XOR data from the BODY chunk in the case of the first XOR method) and the new frame is double-buffered into view. This process continues to the end of the file.

A master colormap should be kept for the entire ANIM which would be initially set from the CMAP chunk in the initial ILBM. This colormap should be used for each frame. If a CMAP chunk appears in one of the frames, then this master colormap is updated and the new colormap applies to all frames until the occurrence of another CMAP chunk.

Looping ANIMs may be constructed by simply making the last two frames identical to the first two. Since the first two frames are special cases (the first being a normal ILBM and the second being a delta from the first) one can continually loop the anim by repeating from frame three. In this case the delta for creating frame three will modify the next to the last frame which is in the hidden buffer (which is identical to the first frame), and the delta for creating frame four will modify the last frame which is identical to the second frame.

Multi-File ANIMs are also supported so long as the first two frames of a subsequent file are identical to the last two frames of the preceding file. Upon reading subsequent files, the ILBMs for the first two frames are simply ignored, and the remaining frames are simply appended to the preceding frames. This permits splitting ANIMs across multiple floppies and also permits playing each section independently and/or editing it independent of the rest of the ANIM.

Timing of ANIM playback is easily achieved using the vertical blank interrupt of the Amiga. There is an example of setting up such a timer in the ROM Kernel Manual. Be sure to remember the timer value when a frame is flipped up, so the next frame can be flipped up relative to that time. This will make the playback independent of how long it takes to decompress a frame (so long as there is enough time between frames to accomplish this decompression).

2.0 Chunk Formats

2.1 ANHD Chunk

The ANHD chunk consists of the following data structure:

UBYTE operation	The compression method: =0 set directly (normal ILBM BODY), =1 XOR ILBM mode, =2 Long Delta mode, =3 Short Delta mode, =4 Generalized short/long Delta mode, =5 Byte Vertical Delta mode =74 (ascii 'J') reserved for Eric Graham's compression technique (details to be released later).
-----------------	--

UBYTE mask	(XOR mode only - plane mask where each bit is set =1 if there is data and =0 if not.)
UWORD w,h	(XOR mode only - width and height of the area represented by the BODY to eliminate unnecessary un-changed data)
WORD x,y	(XOR mode only - position of rectangular area represented by the BODY)
ULONG abstime	(currently unused - timing for a frame relative to the time the first frame was displayed - in jiffies (1/60 sec))
ULONG reftime	(timing for frame relative to time previous frame was displayed - in jiffies (1/60 sec))

UBYTE interleave (unused so far - indicates how many frames back this data is to modify. =0 defaults to indicate two frames back (for double buffering). =n indicates n frames back. The main intent here is to allow values of =1 for special applications where frame data would modify the immediately previous frame)

UBYTE pad0	Pad byte, not used at present.
ULONG bits	32 option bits used by options=4 and 5. At present only 6 are identified, but the rest are set =0 so they can be used to implement future ideas. These are defined for option 4 only at this point. It is recommended that all bits be set =0 for option 5 and that any bit settings used in the future (such as for XOR mode) be compatible with the option 4 bit settings. Player code should check undefined bits in options 4 and 5 to assure they are zero.

The six bits for current use are:

bit #	set =0	set =1
0	short data	long data
1	set	XOR
2	separate info for each plane	one info list for all planes
3	not RLC	RLC (run length coded)
4	horizontal	vertical
5	short info offsets	long info offsets

UBYTE pad[16]

This is a pad for future use for future compression modes.

2.2 DLTA Chunk

This chunk is the basic data chunk used to hold delta compression data. The format of the data will be dependent upon the exact compression format selected. At present there are two basic formats for the overall structure of this chunk.

2.2.1 Format for methods 2 & 3

This chunk is a basic data chunk used to hold the delta compression data. The minimum size of this chunk is 32 bytes as the first 8 long-words are byte pointers into the chunk for the data for each of up to 8 bitplanes. The pointer for the plane data starting immediately following these 8 pointers will have a value of 32 as the data starts in the 33rd byte of the chunk (index value of 32 due to zero-base indexing).

The data for a given plane consists of groups of data words. In Long Delta mode, these groups consist of both short and long words - short words for offsets and numbers, and long words for the actual data. In Short Delta mode, the groups are identical except data words are also shorts so all data is short words. Each group consists of a starting word which is an offset. If the offset is positive then it indicates the increment in long or short words (whichever is appropriate) through the bitplane. In other words, if you were reconstructing the plane, you would start a pointer (to shorts or longs depending on the mode) to point to the first word of the bitplane. Then the offset would be added to it and the following data word would be placed at that position. Then the next offset would be added to the pointer and the following data word would be placed at that position. And so on... The data terminates with an offset

equal to 0xFFFF.

A second interpretation is given if the offset is negative. In that case, the absolute value is the offset+2. Then the following short-word indicates the number of data words that follow. Following that is the indicated number of contiguous data words (longs or shorts depending on mode) which are to be placed in contiguous locations of the bitplane.

If there are no changed words in a given plane, then the pointer in the first 32 bytes of the chunk is =0.

2.2.2 Format for method 4

The DLTA chunk is modified slightly to have 16 long pointers at the start. The first 8 are as before - pointers to the start of the data for each of the bitplanes (up to a theoretical max of 8 planes). The next 8 are pointers to the start of the offset/numbers data list. If there is only one list of offset/numbers for all planes, then the pointer to that list is repeated in all positions so the playback code need not even be aware of it. In fact, one could get fancy and have some bitplanes share lists while others have different lists, or no lists (the problems in these schemes lie in the generation, not in the playback).

The best way to show the use of this format is in a sample playback routine.

```
SetDLTAsShort(bm,deltaword)
struct BitMap *bm;
WORD *deltaword;
{
    int i;
    LONG *deltadata;
    WORD *ptr,*planeptr;
    register int s,size,nw;
    register WORD *data,*dest;

    deltadata = (LONG *)deltaword;
    nw = bm->BytesPerRow >>1;

    for (i=0;i<(bm->Depth;i++) {
        planeptr = (WORD *) (bm->Planes[i]);
        data = deltaword + deltadata[i];
        ptr = deltaword + deltadata[i+8];
        while (*ptr != 0xFFFF) {
            dest = planeptr + *ptr++;
            size = *ptr++;
            if (size < 0) {
                for (s=size;s<0;s++) {
                    *dest = *data;
                    dest += nw;
                }
                data++;
            } else {
                for (s=0;s<size;s++) {
                    *dest = *data++;
                    dest += nw;
                }
            }
        }
    }
    return(0);
}
```

The above routine is for short word vertical compression with run length compression. The most efficient way to support the various options is to replicate this routine and make

alterations for, say, long word or XOR. The variable nw indicates the number of words to skip to go down the vertical column. This one routine could easily handle horizontal compression by simply setting nw=1. For ultimate playback speed, the core, at least, of this routine should be coded in assembly language.

2.2.2 Format for method 5

In this method the same 16 pointers are used as in option 4. The first 8 are pointers to the data for up to 8 planes. The second set of 8 are not used but were retained for several reasons. First to be somewhat compatible with code for option 4 (although this has not proven to be of any benefit) and second, to allow extending the format for more bitplanes (code has been written for up to 12 planes).

Compression/decompression is performed on a plane-by-plane basis. For each plane, compression can be handled by the skip.c code (provided Public Domain by Jim Kent) and decompression can be handled by unvscmp.asm (also provided Public Domain by Jim Kent).

Compression/decompression is performed on a plane-by-plane basis. The following description of the method is taken directly from Jim Kent's code with minor re-wording. Please refer to Jim's code (skip.c and unvscmp.asm) for more details:

Each column of the bitplane is compressed separately. A 320x200 bitplane would have 40 columns of 200 bytes each. Each column starts with an op-count followed by number of ops. If the op-count is zero, that's ok, it just means there's no change in this column from the last frame. The ops are of three classes, and followed by a varying amount of data depending on which class:

1. Skip ops - this is a byte with the hi bit clear that says how many rows to move the "dest" pointer forward, ie to skip. It is non-zero.
 2. Uniq ops - this is a byte with the hi bit set. The hi bit is masked down and the remainder is a count of the number of bytes of data to copy literally. It's of course followed by the data to copy.
 3. Same ops - this is a 0 byte followed by a count byte, followed by a byte value to repeat count times.
- Do bear in mind that the data is compressed vertically rather than horizontally, so to get to the next byte in the destination we add the number of bytes per row instead of one!

Nov 10 17:18 1988 TP_specs/HEAD Page 1

TITLE: HEAD (FORM used by Flow - New Horizons Software, Inc.)

IFF FORM / CHUNK DESCRIPTION

Form/Chunk ID: FORM HEAD, Chunks NEST, TEXT, FSCC

Date Submitted: 03/87

Submitted by: James Bayless - New Horizons Software, Inc.

FORM

FORM ID: HEAD

FORM Description:

FORM HEAD is the file storage format of the Flow idea processor by New Horizons Software, Inc. Currently only the TEXT and NEST chunks are used. There are plans to incorporate FSCC and some additional chunks for headers and footers.

CHUNKS

CHUNK ID: NEST

This chunk consists of only of a word (two byte) value that gives the new current nesting level of the outline. The initial nesting level (outermost level) is zero. It is necessary to include a NEST chunk only when the nesting level changes. Valid changes to the nesting level are either to decrease the current value by any amount (with a minimum of 0) or to increase it by one (and not more than one).

CHUNK ID: TEXT

This chunk is the actual text of a heading. Each heading has a TEXT chunk (even if empty). The text is not NULL terminated - the chunk size gives the length of the heading text.

CHUNK ID: FSCC

This chunk gives the Font/Style/Color changes in the heading from the most recent TEXT chunk. It should occur immediately after the TEXT chunk it modifies. The format is identical to the FSCC chunk for the IFF form type 'WORD' (for compatibility), except that only the 'Location' and 'Style' values are used (i.e., there can be currently only be style changes in an outline heading). The structure definition is:

```
typedef struct {
    WORD Location; /* Char location of change */
    WORD FontNum; /* Ignored */
    BYTE Style; /* Amiga style bits */
    BYTE MiscStyle; /* Ignored */
    BYTE Color; /* Ignored */
    WORD pad; /* Ignored */
} FSCChange;
```

The actual chunk consists of an array of these structures, one entry for each Style change in the heading text.

Nov 10 17:18 1988 TP_specs/ILBM.DPPV Page 1

IFF FORM / CHUNK DESCRIPTION

Form/Chunk ID: Chunk DPPV (DPaint II ILBM perspective chunk)

Date Submitted: 12/86

Submitted by: Dan Silva

Chunk Description:

The DPPV chunk describes the perspective state in a DPaintII ILBM.

Chunk Spec:

```
/* The chunk identifier DPPV */
#define ID_DPPV MakeID('D','P','P','V')

typedef LONG LongFrac;
typedef struct { LongFrac x,y,z; } LFPPoint;
typedef LongFrac APoint[3];

typedef union {
    LFPPoint l;
    APoint a;
} UPoint;

/* values taken by variable rotType */
#define ROT_EULER 0
#define ROT_INCR 1

/* Disk record describing Perspective state */

typedef struct {
    WORD rotType; /* rotation type */
    WORD iA, iB, iC; /* rotation angles (in degrees) */
    LongFrac Depth; /* perspective depth */
    WORD uCenter, vCenter; /* coords of center perspective,
                           * relative to backing bitmap,
                           * in virtual coords
                           */
    WORD fixCoord; /* which coordinate is fixed */
    WORD angleStep; /* large angle stepping amount */
    UPoint grid; /* gridding spacing in X,Y,Z */
    UPoint gridReset; /* where the grid goes on Reset */
    UPoint gridBrCenter; /* Brush center when grid was last on,
                           * as reference point
                           */
    UPoint permBrCenter; /* Brush center the last time the mouse
                           * button was clicked, a rotation performed,
                           * or motion along "fixed" axis
                           */
    LongFrac rot[3][3]; /* rotation matrix */
} PerspState;
```

SUPPORTING SOFTWARE

DPaint II by Dan Silva for Electronic Arts

FORM PGTB

Proposal:

New IFF chunk type, to be named PGTB, meaning ProGram TraceBack.

Format:

'PGTB'	- chunk identifier
length	- longword for length of chunk
'FAIL'	- subfield giving environment at time of crash
length	- longword length of subfield
NameLen	- length of program name in longwords (BSTR)
Name	- program name packed in longwords
Environment	- copy of AttnFlags field from ExecBase, gives type of processor, and existence of math chip
VBlankFreq	- copy of VBlankFrequency field from ExecBase
PowerSupFreq	- copy of PowerSupplyFrequency field from ExecBase above fields may be used to determine whether machine was PAL or NTSC
Starter	- non-zero = CLI, zero = WorkBench
GURUNum	- exception number of crash
SegCount	- number of segments for program
SegList	- copy of seglist for program (Includes all seglist pointers, paired with sizes of the segments)
'REGS'	- register dump subfield
length	- length of subfield in longwords
GURUAddr	- PC at time of crash
Flags	- copy of Condition Code Register
DDump	- dump of data registers
ADump	- dump of address registers
'VERS'	- revision of program which created this file
length	- length of subfield in longwords
version	- main version of writing program
revision	- minor revision level of writing program
TBNameLen	- length of name of writing program
TBName	- name of writing program packed in longwords (BSTR)
'STAK'	- stack dump subfield
length	- length of subfield in longwords
(type)	- tells type of stack subfield, which can be any of the following:
Info	- value 0
StackTop	- address of top of stack
StackPtr	- stack pointer at time of crash
StackLen	- number of longwords on stack
Whole stack	- value 1 only used if total stack to be dumped is 8k or less in size
Stack	- dump of stack from current to top
Top 4k	- value 2 if stack used larger than 8k, this part is a dump of the top 4k
Stack	- dump of stack from top - 4k to top
Bottom 4k	- value 3 if stack used larger than 8k, this part is a dump of the bottom 4k

Stack

- dump of stack from current to current + 4k

In other words, we will dump a maximum of 8k of stack data. This does NOT mean the stack must be less than 8k in size to dump the entire stack, just that the amount of stack USED be less than 8k.

'UDAT'

- Optional User DATA chunk. If the user assigns a function pointer to the label "_ONGURU", the catcher will call this routine prior to closing the SnapShot file, passing one parameter on the stack - an AmigaDOS file pointer to the SnapShot file. Spec for the _ONGURU routine:

```
void <function name>(fp)
long fp;
```

length

In other words, your routine must be of type 'void' and must take one parameter, an AmigaDOS file handle (which AmigaDOS wants to see as a LONG).
- length of the UserDATa chunk, calculated after the user routine terminates.

Nov 10 17:18 1988 TP_specs/WORD Page 1

TITLE: WORD (word processing FORM used by ProWrite)

IFF FORM / CHUNK DESCRIPTION

Form/Chunk IDs:

FORM WORD
Chunks FONT, COLR, DOC, HEAD, FOOT, PCTS, PARA, TABS, PAGE, TEXT, FSCL, PINF

Date Submitted: 03/87

Submitted by: James Bayless - New Horizons Software, Inc.

FORM

FORM ID: WORD

FORM Purpose: Document storage (supports color, fonts, pictures)

FORM Description:

This include file describes FORM WORD and its Chunks

```
/*
 * IFF Form WORD structures and defines
 * Copyright (c) 1987 New Horizons Software, Inc.
 *
 * Permission is hereby granted to use this file in any and all
 * applications. Modifying the structures or defines included
 * in this file is not permitted without written consent of
 * New Horizons Software, Inc.
 */
```

#include ":IFF/ILBM.h" /* Makes use of ILBM defines */

```
#define ID_WORD MakeID('W','O','R','D') /* Form type */
#define ID_FONT MakeID('F','O','N','T') /* Chunks */
#define ID_COLR MakeID('C','O','L','R')
#define ID_DOC MakeID('D','O','C',' ')
#define ID_HEAD MakeID('H','E','A','D')
#define ID_FOOT MakeID('F','O','O','T')
#define ID_PCTS MakeID('P','C','T','S')
#define ID_PARA MakeID('P','A','R','A')
#define ID_TABS MakeID('T','A','B','S')
#define ID_PAGE MakeID('P','A','G','E')
#define ID_TEXT MakeID('T','E','X','T')
#define ID_FSCL MakeID('F','S','C','C')
#define ID_PINF MakeID('P','I','N','F')
```

```
/*
 * Special text characters for page number, date, and time
 * Note: ProWrite currently supports only PAGENUM_CHAR, and only in
 * headers and footers
 */
```

```
#define PAGENUM_CHAR 0x80
#define DATE_CHAR 0x81
#define TIME_CHAR 0x82
```

```
/*
 * Chunk structures follow
 */
```

```
/*
 * FONT - Font name/number table
 * There are one of these for each font/size combination
 * These chunks should appear at the top of the file (before document data)
```

Nov 10 17:18 1988 TP_specs/WORD Page 2

*/

```
typedef struct {
    UBYTE Num; /* 0 .. 255 */
    WORD Size;
    /* UBYTE Name[]; /* NULL terminated, without ".font" */
} FontID;
```

```
/*
 * COLR - Color translation table
 * Translates from color numbers used in file to ISO color numbers
 * Should be at top of file (before document data)
 * Note: Currently ProWrite only checks these values to be its current map,
 * it does no translation as it does for FONT chunks
 */
```

```
typedef struct {
    UBYTE ISOColors[8];
} ISOColors;
```

```
/*
 * DOC - Begin document section
 * All text and paragraph formatting following this chunk and up to a
 * HEAD, FOOT, or PICT chunk belong to the document section
 */
```

```
#define PAGESTYLE_1 0 /* 1, 2, 3 */
#define PAGESTYLE_I 1 /* I, II, III */
#define PAGESTYLE_i 2 /* i, ii, iii */
#define PAGESTYLE_A 3 /* A, B, C */
#define PAGESTYLE_a 4 /* a, b, c */
```

```
typedef struct {
    WORD StartPage; /* Starting page number */
    WORD PageNumStyle; /* From defines above */
    UBYTE pad1;
    LONG pad2;
} DocHdr;
```

```
/*
 * HEAD/FOOT - Begin header/footer section
 * All text and paragraph formatting following this chunk and up to a
 * DOC, HEAD, FOOT, or PICT chunk belong to this header/footer
 * Note: This format supports multiple headers and footers, but currently
 * ProWrite only allows a single header and footer per document
 */
```

```
#define PAGES_NONE 0
#define PAGES_LEFT 1
#define PAGES_RIGHT 2
#define PAGES_BOTH 3
```

```
typedef struct {
    UBYTE PageType; /* From defines above */
    UBYTE FirstPage; /* 0 = Not on first page */
    LONG pad;
} HeadHdr;
```

```
/*
 * PCTS - Begin picture section
 * Note: ProWrite currently requires NPlanes to be three (3)
 */
```

```
typedef struct {
    UBYTE NPlanes; /* Number of planes used in picture bitmaps */
    UBYTE pad;
} PictHdr;
```

```

* PARA - New paragraph format
* This chunk should be inserted first when a new section is started (DOC,
* HEAD, or FOOT), and again whenever the paragraph format changes
*/
#define SPACE_SINGLE 0
#define SPACE_DOUBLE 0x10

#define JUSTIFY_LEFT 0
#define JUSTIFY_CENTER 1
#define JUSTIFY_RIGHT 2
#define JUSTIFY_FULL 3

#define MISCSTYLE_NONE 0
#define MISCSTYLE_SUPER 1 /* Superscript */
#define MISCSTYLE_SUB 2 /* Subscript */

typedef struct {
    WORD LeftIndent; /* In decipoints (720 dpi) */
    WORD LeftMargin;
    WORD RightMargin;
    BYTE Spacing; /* From defines above */
    BYTE Justify; /* From defines above */
    WORD FontNum; /* FontNum, Style, etc. for first char in para */
    BYTE Style; /* Standard Amiga style bits */
    BYTE MiscStyle; /* From defines above */
    WORD Color; /* Internal number, use COLR to translate */
    LONG pad;
} ParaFormat;

/*
* TABS - New tab stop types/locations
* Use an array of values in each chunk
* Like the PARA chunk, this should be inserted whenever the tab settings
* for a paragraph change
* Note: ProWrite currently does not support TAB_CENTER
*/
#define TAB_LEFT 0
#define TAB_CENTER 1
#define TAB_RIGHT 2
#define TAB_DECIMAL 3

typedef struct {
    WORD Position; /* In decipoints */
    BYTE Type;
    BYTE pad;
} TabStop;

/*
* PAGE - Page break
* Just a marker -- this chunk has no data
*/
/*
* TEXT - Paragraph text (one block per paragraph)
* Block is actual text, no need for separate structure
* If the paragraph is empty, this is an empty chunk -- there MUST be
* a TEXT block for every paragraph
* Note: The only ctrl characters ProWrite can currently handle in TEXT
* chunks are Tab and PAGENUM_CHAR, ie no Return's, etc.
*/
/*
* FSCC - Font/Style/Color changes in previous TEXT block
* Use an array of values in each chunk
* Only include this chunk if the previous TEXT block did not have
* the same Font/Style/Color for all its characters
*/

```

I
86

```

typedef struct {
    WORD Location; /* Character location in TEXT chunk of change */
    WORD FontNum;
    WORD Style;
    WORD MiscStyle;
    WORD Color;
    WORD pad;
} FSCChange;

/*
* PINF - Picture info
* This chunk must only be in a PCTS section
* Must be followed by ILBM BODY chunk
* Pictures are treated independently of the document text (like a
* page-layout system), this chunk includes information about what
* page and location on the page the picture is at
* Note: ProWrite currently only supports mskTransparentColor and
* mskHasMask masking
*/
typedef struct {
    WORD Width, Height; /* In pixels */
    WORD Page; /* Which page picture is on (0..max) */
    WORD XPos, YPos; /* Location on page in decipoints */
    WORD Masking; /* Like ILBM format */
    WORD Compression; /* Like ILBM format */
    WORD TransparentColor; /* Like ILBM format */
    WORD pad;
} PictInfo;

/* end */

```

EA IFF Source Code Listings

This section contains source code listings of the EA IFF include files, reader and writer modules, and the IFF examples provided by EA.

Nov 10 17:19 1988 IFF_include/8svx.h Page 1

```
/*
 * 8SVX.H Definitions for 8-bit sampled voice (VOX). 2/10/86
 *
 * By Jerry Morrison and Steve Hayes, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */
#ifndef EIGHTSVX_H
#define EIGHTSVX_H

#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#include "iff/iff.h"

#define ID_8SVX      MakeID('8', 'S', 'V', 'X')
#define ID_VHDR      MakeID('V', 'H', 'D', 'R')
#define ID_NAME      MakeID('N', 'A', 'M', 'E')
#define ID_Copyright MakeID('(', 'c', ')', ' ')

#define ID_AUTH      MakeID('A', 'U', 'T', 'H')
#define ID_ANNO      MakeID('A', 'N', 'N', 'O')

#define ID_BODY      MakeID('B', 'O', 'D', 'Y')

#define ID_ATAK      MakeID('A', 'T', 'A', 'K')
#define ID_RLSE      MakeID('R', 'L', 'S', 'E')

/* ----- Voice8Header -----*/
typedef LONG Fixed; /* A fixed-point value, 16 bits to the left of
                      * the point and 16 to the right. A Fixed is a
                      * number of 2**16ths, i.e. 65536ths. */
#define Unity 0x10000L /* Unity = Fixed 1.0 = maximum volume */

/* sCompression: Choice of compression algorithm applied to the samples. */
#define SCmpNone    0 /* not compressed */
#define SCmpPibDelta 1 /* Fibonacci-delta encoding (Appendix C) */
/* Could be more kinds in the future. */

typedef struct {
    ULONG oneShotHiSamples, /* # samples in the high octave 1-shot part */
          repeatHiSamples, /* # samples in the high octave repeat part */
          samplesPerHiCycle, /* # samples/cycle in high octave, else 0 */
    UWORLD samplesPerSec, /* data sampling rate */
    UBYTE ctOctave, /* # of octaves of waveforms */
    sCompression, /* data compression technique used */
    Fixed volume, /* playback nominal volume from 0 to Unity
                   * (full volume). Map this value into
                   * the output hardware's dynamic range.
    }
} Voice8Header;

/* ----- NAME -----*/
/* NAME chunk contains a CHAR[], the voice's name. */

/* ----- Copyright -----*/
/* "(c)" chunk contains a CHAR[], the FORM's copyright notice. */

/* ----- AUTH -----*/
/* AUTH chunk contains a CHAR[], the author's name. */

/* ----- ANNO -----*/
/* ANNO chunk contains a CHAR[], the author's text annotations. */

/* ----- Envelope ATAK & RLSE -----*/
typedef struct {
    UWORLD duration; /* segment duration in milliseconds, > 0 */
    Fixed dest; /* destination volume factor */
}
```

Nov 10 17:19 1988 IFF_include/8svx.h Page 2

```
    } EGPoint;
}

/* ATAK and RLSE chunks contain an EGPoint[], piecewise-linear envelope. */

/* The envelope defines a function of time returning Fixed values.
 * It's used to scale the nominal volume specified in the Voice8Header.
 */

/* ----- BODY -----*/
/* BODY chunk contains a BYTE[], array of audio data samples. */
/* (8-bit signed numbers, -128 through 127.) */

/* ----- 8SVX Reader Support Routines -----*/
/* Just call this macro to read a VHDR chunk. */
#define GetVHDR(context, vHdr) \
    IFFReadBytes(context, (BYTE *)vHdr, sizeof(Voice8Header))

/* ----- 8SVX Writer Support Routines -----*/
/* Just call this macro to write a VHDR chunk. */
#define PutVHDR(context, vHdr) \
    PutCk(context, ID_VHDR, sizeof(Voice8Header), (BYTE *)vHdr)

#endif
```

Nov 10 17:19 1988 IFF_include/compiler.h Page 1

```
#ifndef COMPILER_H
#define COMPILER_H
/** compiler.h ****
/* Steve Shaw 1/29/86 */
/* Portability file to handle compiler idiosyncrasies. */
/* Version: Lattice 3.03 cross-compiler for the Amiga from the IBM PC. */
*/
/* This software is in the public domain. */
*/
****

#ifndef EXEC_TYPES_H
#include "exec/types.h"
#endif

/* NOTE -- NOTE -- NOTE -- NOTE -- NOTE
* Some C compilers can handle Function Declarations with Argument Types
* (FDwAT) like this:
*     extern LONG Seek(BPTR, LONG, LONG)
* while others choke unless you just say
*     extern LONG Seek()
*
* Comment out the #define FDwAT if you have a compiler that chokes. */

/* #define FDwAT      COMMENTED OUT BECAUSE GREENHILLS CANT TAKE IT */

#endif COMPILER_H
```

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```
#ifndef GIO_H
#define GIO_H
/*
/* GIO.H defs for Generic I/O Speed Up Package. 1/23/86 */
/* See GIOCall.C for an example of usage. */
/* Read not speeded-up yet. Only one Write file buffered at a time. */
*/
/* Note: The speed-up provided is ONLY significant for code such as IFF */
/* which does numerous small Writes and Seek. */
*/
/* WARNING: If gio reports an error to you and you care what specific */
/* Dos error was, you must call IoErr() BEFORE calling any other gio */
/* functions. */
*/
/* By Jerry Morrison and Steve Shaw, Electronic Arts. */
/* This software is in the public domain. */
*/
/* This version for the Commodore-Amiga computer. */
*/
/*
* Use this file interface in place of ALL Open,Close,Read,Write,Seek DOS
* calls for an optional i/o speed-up via buffering. You must use ONLY
* these G routines for a file that is being buffered; e.g., call GClose
* to Close the file, etc.
* It is harmless though not necessary to use G routines for a file that
* is not being buffered; e.g., GClose and Close are equivalent in that
* case.
* This Version only buffers one file at a time, and only for writing.
* If you call GWriteDeclare for a second file before the first file
* is GClosed, the first file becomes unbuffered. This is harmless, no
* data is lost, the first file is simply no longer speeded-up.
*/
/*
* Before compiling any modules that make G calls, or compiling gio.c,
* you must set the GIO_ACTIVE flag below.
*
* To omit the speed-up code,
*     #define GIO_ACTIVE 0
*
* To make the speed-up happen:
* 1. #define GIO_ACTIVE 1
* 2. link gio.o into your program
* 3. GWriteDeclare(file, buffer, size)
*    after GOpening the file and before doing
*    any writing.
* 4. ONLY use GRead, GWrite, GSeek, GClose -- do not use the DOS i/o
*    routines directly.
* 5. When done, do GClose. Or to stop buffering without closing the
*    file, do GWriteUndeclare(file).
*/
#define GIO_ACTIVE 0

#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#ifndef LIBRARIES_DOS_H
#include "libraries/dos.h"
#endif

#ifndef OFFSET_BEGINNING
#define OFFSET_BEGINNING OFFSET_BEGINNING_OFFSET_BEGINNING
#endif

#if GIO_ACTIVE
#endif FDwAT /* Compiler handles Function Declaration with Argument Types */
```

Nov 10 17:19 1988 IFF_include/gio.h Page 2

```
/* Present for completeness in the interface.  
 * "openmode" is either MODE_OLDFILE to read/write an existing file, or  
 * MODE_NEWFILE to write a new file.  
 * RETURNS a "file" pointer to a system-supplied structure that describes  
 * the open file. This pointer is passed in to the other routines below.*/  
 extern BPTR GOpen(char * /*filename*/, LONG /*openmode*/);  
  
/* NOTE: Flushes & Frees the write buffer.  
 * Returns -1 on error from Write.*/  
extern LONG GCclose(BPTR /*file*/);  
  
/* Read not speeded-up yet.  
 * GOpen the file, then do GReads to get successive chunks of data in  
 * the file. Assumes the system can handle any number of bytes in each  
 * call, regardless of any block-structure of the device being read from.  
 * When done, GCclose to free any system resources associated with an  
 * open file.*/  
extern LONG GRead(BPTR /*file*/, BYTE * /*buffer*/, LONG /*nBytes*/);  
  
/* Writes out any data in write buffer for file.  
 * NOTE WHEN have Seeked into middle of buffer:  
 * GWriteFlush causes current position to be the end of the data written.  
 * -1 on error from Write.*/  
extern LONG GWriteFlush(BPTR /*file*/);  
  
/* Sets up variables to describe a write buffer for the file.*/  
/* If the buffer already has data in it from an outstanding GWriteDeclare,  
 * then that buffer must first be flushed.  
 * RETURN -1 on error from Write for that previous buffer flush.  
 * See also "GWriteUndeclare". */  
extern LONG GWriteDeclare(BPTR /*file*/, BYTE * /*buffer*/, LONG /*nBytes*/);  
  
/* ANY PROGRAM WHICH USES "GWrite" MUST USE "GSeek" rather than "Seek"  
 * TO SEEK ON A FILE BEING WRITTEN WITH "GWrite".  
 * "Write" with Generic speed-up.  
 * -1 on error from Write. else returns # bytes written to disk.  
 * Call GOpen, then do successive GWrites with GSeeks if required,  
 * then GClose when done. (IFF does require GSeek.)*/  
extern LONG GWrite(BPTR /*file*/, BYTE * /*buffer*/, LONG /*nBytes*/);  
  
/* "Seek" with Generic speed-up, for a file being written with GWrite.*/  
/* Returns what Seek returns, which appears to be the position BEFORE  
 * seeking, though the documentation says it returns the NEW position.  
 * In fact, the code now explicitly returns the OLD position when  
 * seeking within the buffer.  
 * Eventually, will support two independent files, one being read, the  
 * other being written. Or could support even more. Designed so is safe  
 * to call even for files which aren't being buffered.*/  
extern LONG GSeek(BPTR /*file*/, LONG /*position*/, LONG /*mode*/);  
  
#else /*not FDwAT*/  
  
extern BPTR GOpen();  
extern LONG GCclose();  
extern LONG GRead();  
extern LONG GWriteFlush();  
extern LONG GWriteDeclare();  
extern LONG GWrite();  
extern LONG GSeek();  
  
#endif FDwAT  
  
#else /* not GIO_ACTIVE */  
  
#define GOpen(filename, openmode) Open(filename, openmode)  
#define GCclose(file) Close(file)  
#define GRead(file, buffer, nBytes) Read(file, buffer, nBytes)  
#define GWriteFlush(file) (0)  
#define GWriteDeclare(file, buffer, nBytes) (0)
```

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```
#define GWrite(file, buffer, nBytes) Write(file, buffer, nBytes)  
#define GSeek(file, position, mode) Seek(file, position, mode)  
#endif GIO_ACTIVE  
  
/* Release the buffer for that file, flushing it to disk if it has any  
 * contents. GWriteUndeclare(NULL) to release ALL buffers.  
 * Currently, only one file can be buffered at a time anyway.*/  
#define GWriteUndeclare(file) GWriteDeclare(file, NULL, 0)  
  
#endif
```

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```
#ifndef IFF_H
#define IFF_H
*/
/* IFF.H defs for IFF-85 Interchange Format Files.          */
/* By Jerry Morrison and Steve Shaw, Electronic Arts.        */
/* This software is in the public domain.                     */
/*
#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#ifndef LIBRARIES_DOS_H
#include "libraries/dos.h"
#endif

#ifndef OFFSET_BEGINNING
#define OFFSET_BEGINNING OFFSET_BEGINNING
#endif

typedef LONG IFFP; /* Status code result from an IFF procedure */
/* LONG, because must be type compatible with ID for GetChunkHdr.*/
/* Note that the error codes below are not legal IDs.*/
#define IFF_OKAY 0L /* Keep going...*/
#define END_MARK -1L /* As if there was a chunk at end of group.*/
#define IFF_DONE -2L /* clientProc returns this when it has READ enough.
                      * It means return thru all levels. File is Okay.*/
#define DOS_ERROR -3L
#define NOT_IFF -4L /* not an IFF file.*/
#define NO_FILE -5L /* Tried to open file, DOS didn't find it.*/
#define CLIENT_ERROR -6L /* Client made invalid request, for instance, write
                         * a negative size chunk.*/
#define BAD_FORM -7L /* A client read proc complains about FORM semantics;
                         * e.g. valid IFF, but missing a required chunk.*/
#define SHORT_CHUNK -8L /* Client asked to IFFReadBytes more bytes than left
                         * in the chunk. Could be client bug or bad form.*/
#define BAD_IFF -9L /* mal-formed IFF file. [TBD] Expand this into a
                      * range of error codes.*/
#define LAST_ERROR BAD_IFF

/* This MACRO is used to RETURN immediately when a termination condition is
 * found. This is a pretty weird macro. It requires the caller to declare a
 * local "IFFP iipp" and assign it. This wouldn't work as a subroutine since
 * it returns for its caller. */
#define CheckIFFP() { if (iipp != IFF_OKAY) return(iipp); }

/*
----- ID -----
typedef LONG ID; /* An ID is four printable ASCII chars but
                   * stored as a LONG for efficient copy & compare.*/
/* Four-character IDentifier builder.*/
#define MakeID(a,b,c,d) ((LONG)(a)<<24L | (LONG)(b)<<16L | (c)<<8 | (d))

/* Standard group IDs. A chunk with one of these IDs contains a
   SubTypeID followed by zero or more chunks.*/
#define FORM MakeID('F','O','R','M')
#define PROP MakeID('P','R','O','P')
#define LIST MakeID('L','I','S','T')
#define CAT MakeID('C','A','T',' ')
#define FILLER MakeID(' ',' ',' ',' ')
/* The IDs "FOR1".."FOR9", "LIS1".."LIS9", & "CAT1".."CAT9" are reserved
   * for future standardization.*/

/* Pseudo-ID used internally by chunk reader and writer.*/
#define NULL_CHUNK 0L /* No current chunk.*/
```

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```
/*
----- Chunk -----
/* All chunks start with a type ID and a count of the data bytes that
   follow—the chunk's "logical size" or "data size". If that number is odd,
   a 0 pad byte is written, too. */
typedef struct {
    ID ckID;
    LONG ckSize;
} ChunkHeader;

typedef struct {
    ID ckID;
    LONG ckSize;
    UBYTE ckData[ 1 /*REALLY: ckSize*/ ];
} Chunk;

/* Pass ckSize = szNotYetKnown to the writer to mean "compute the size".*/
#define szNotYetKnown 0x80000000L

/* Need to know whether a value is odd so can word-align.*/
#define IS_ODD(a) ((a) & 1)

/* This macro rounds up to an even number. */
#define WordAlign(size) ((size+1)&1)

/* ALL CHUNKS MUST BE PADDED TO EVEN NUMBER OF BYTES.
 * ChunkPSIZE computes the total "physical size" of a padded chunk from
 * its "data size" or "logical size". */
#define ChunkPSIZE(dataSize) (WordAlign(dataSize) + sizeof(ChunkHeader))

/* The Grouping chunks (LIST, FORM, PROP, & CAT) contain concatenations of
 * chunks after a subtype ID that identifies the content chunks.
 * "FORM type XXXX", "LIST of FORM type XXXX", "PROPERTIES associated
 * with FORM type XXXX", or "conCATenation of XXXX".*/
typedef struct {
    ID ckID;
    LONG ckSize; /* this ckSize includes "grpSubID".*/
    ID grpSubID;
} GroupHeader;

typedef struct {
    ID ckID;
    LONG ckSize;
    ID grpSubID;
    UBYTE grpData[ 1 /*REALLY: ckSize-sizeof(grpSubID)* */ ];
} GroupChunk;

/*
----- IFF Reader -----
***** Routines to support a stream-oriented IFF file reader *****
*
* These routines handle lots of details like error checking and skipping
* over padding. They're also careful not to read past any containing context.
*
* These routines ASSUME they're the only ones reading from the file.
* Client should check IFFP error codes. Don't press on after an error!
* These routines try to have no side effects in the error case, except
* partial I/O is sometimes unavoidable.
*
* All of these routines may return DOS_ERROR. In that case, ask DOS for the
* specific error code.
*
* The overall scheme for the low level chunk reader is to open a "group read
* context" with OpenRIFF or OpenRGROUP, read the chunks with GetChunkHdr
* (and its kin) and IFFReadBytes, and close the context with CloseRGROUP.
*
* The overall scheme for reading an IFF file is to use ReadIFF, ReadILIST,
```

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```
* and ReadICat to scan the file. See those procedures, ClientProc (below),
* and the skeleton IFF reader. */

/* Client passes ptrs to procedures of this type to ReadIFF which call them
* back to handle LISTS, FORMS, CATs, and PROPs.
*
* Use the GroupContext ptr when calling reader routines like GetChunkHdr.
* Look inside the GroupContext ptr for your ClientFrame ptr. You'll
* want to type cast it into a ptr to your containing struct to get your
* private contextual data (stacked property settings). See below. */
#ifndef FDWAT
typedef IFFP ClientProc(struct _GroupContext *);
#else
typedef IFFP ClientProc();
#endif

/* Client's context for reading an IFF file or a group.
* Client should actually make this the first component of a larger struct
* (it's personal stack "frame") that has a field to store each "interesting"
* property encountered.
* Either initialize each such field to a global default or keep a boolean
* indicating if you've read a property chunk into that field.
* Your getList and getForm procs should allocate a new "frame" and copy the
* parent frame's contents. The getProp procedure should store into the frame
* allocated by getList for the containing LIST. */
typedef struct _ClientFrame {
    ClientProc *getList, *getProp, *getForm, *getCat,
    /* client's own data follows; place to stack property settings */
    ClientFrame;
}

/* Our context for reading a group chunk. */
typedef struct _GroupContext {
    struct _GroupContext *parent; /* Containing group; NULL => whole file. */
    ClientFrame *clientFrame; /* Reader data & client's context state. */
    BPTR file; /* Byte-stream file handle. */
    LONG position; /* The context's logical file position. */
    LONG bound; /* File-absolute context bound
                  * or szNotYetKnown (writer only). */
    ChunkHeader ckHdr; /* Current chunk header. ckHdr.ckSize = szNotYetKnown
                        * means we need to go back and set the size (writer only).
                        * See also Pseudo-IDs, above. */
    ID subtype; /* Group's subtype ID when reading. */
    LONG bytesSoFar; /* # bytes read/written of current chunk's data. */
} GroupContext;

/* Computes the number of bytes not yet read from the current chunk, given
* a group read context gc. */
#define ChunkMoreBytes(gc) ((gc)->ckHdr.ckSize - (gc)->bytesSoFar)

***** Low Level IFF Chunk Reader *****

#ifndef FDWAT

/* Given an open file, open a read context spanning the whole file.
* This is normally only called by ReadIFF.
* This sets new->clientFrame = clientFrame.
* ASSUME context allocated by caller but not initialized.
* ASSUME caller doesn't deallocate the context before calling CloseRGroup.
* NOT_IFF_ERROR if the file is too short for even a chunk header.*/
extern IFFP OpenRIFF(BPTR, GroupContext *, ClientFrame *);
    /* file, new, clientFrame */

/* Open the remainder of the current chunk as a group read context.
* This will be called just after the group's subtype ID has been read
* (automatically by GetChunkHdr for LIST, FORM, PROP, and CAT) so the
* remainder is a sequence of chunks.
* This sets new->clientFrame = parent->clientFrame. The caller should repoint
* it at a new clientFrame if opening a LIST context so it'll have a "stack
```

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```
* frame" to store PROPs for the LIST. (It's usually convenient to also
* allocate a new Frame when you encounter FORM of the right type.)
*
* ASSUME new context allocated by caller but not initialized.
* ASSUME caller doesn't deallocate the context or access the parent context
* before calling CloseRGroup.
* BAD_IFF_ERROR if context end is odd or extends past parent. */
extern IFFP OpenRGroup(GroupContext *, GroupContext *);
    /* parent, new */

/* Close a group read context, updating its parent context.
* After calling this, the old context may be deallocated and the parent
* context can be accessed again. It's okay to call this particular procedure
* after an error has occurred reading the group.
* This always returns IFF_OKAY. */
extern IFFP CloseRGroup(GroupContext *);
    /* old */

/* Skip any remaining bytes of the previous chunk and any padding, then
* read the next chunk header into context.ckHdr.
* If the ckID is LIST, FORM, CAT, or PROP, this automatically reads the
* subtype ID into context->subtype.
* Caller should dispatch on ckID (and subtype) to an appropriate handler.
*
* RETURNS context.ckHdr.ckID (the ID of the new chunk header); END_MARK
* if there are no more chunks in this context; or NOT_IFF if the top level
* file chunk isn't a FORM, LIST, or CAT; or BAD_IFF if malformed chunk, e.g.
* ckSize is negative or too big for containing context, ckID isn't positive,
* or we hit end-of-file.
*
* See also GetFChunkHdr, GetFlChunkHdr, and GetPChunkHdr, below.*/
extern ID GetChunkHdr(GroupContext *);
    /* context.ckHdr.ckID context */

/* Read nBytes number of data bytes of current chunk. (Use OpenGroup, etc.
* instead to read the contents of a group chunk.) You can call this several
* times to read the data piecemeal.
* CLIENT_ERROR if nBytes < 0. SHORT_CHUNK if nBytes > ChunkMoreBytes(context)
* which could be due to a client bug or a chunk that's shorter than it
* ought to be (bad form). (on either CLIENT_ERROR or SHORT_CHUNK,
* IFFReadBytes won't read any bytes.) */
extern IFFP IFFReadBytes(GroupContext *, BYTE *, LONG);
    /* context, buffer, nBytes */

***** IFF File Reader *****

/* This is a noop ClientProc that you can use for a getList, getForm, getProp,
* or getCat procedure that just skips the group. A simple reader might just
* implement getForm, store ReadICat in the getCat field of clientFrame, and
* use SkipGroup for the getList and getProp procs.*/
extern IFFP SkipGroup(GroupContext *);

/* IFF file reader.
* Given an open file, allocate a group context and use it to read the FORM,
* LIST, or CAT and it's contents. The idea is to parse the file's contents,
* and for each FORM, LIST, CAT, or PROP encountered, call the getForm,
* getList, getCat, or getProp procedure in clientFrame, passing the
* GroupContext ptr.
* This is achieved with the aid of ReadIList (which your getList should
* call) and ReadICat (which your getCat should call, if you don't just use
* ReadICat for your getCat). If you want to handle FORMS, LISTS, and CATs
* nested within FORMS, the getForm procedure must dispatch to getForm,
* getList, and getCat (it can use GetFlChunkHdr to make this easy).
*
* Normal return is IFF_OKAY (if whole file scanned) or IFF_DONE (if a client
* proc said "done" first).
* See the skeletal getList, getForm, getCat, and getProp procedures. */
extern IFFP ReadIFF(BPTR, ClientFrame *);
```

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```
/* file, clientFrame */

/* IFF LIST reader.
 * Your "getList" procedure should allocate a ClientFrame, copy the parent's
 * ClientFrame, and then call this procedure to do all the work.
 *
 * Normal return is IFF_OKAY (if whole LIST scanned) or IFF_DONE (if a client
 * proc said "done" first).
 * BAD_IFF_ERROR if a PROP appears after a non-PROP. */
extern IFFP ReadILList(GroupContext *, ClientFrame *);
/* parent, clientFrame */

/* IFF CAT reader.
 * Most clients can simply use this to read their CATs. If you must do extra
 * setup work, put a ptr to your getCat procedure in the clientFrame, and
 * have that procedure call ReadICat to do the detail work.
 *
 * Normal return is IFF_OKAY (if whole CAT scanned) or IFF_DONE (if a client
 * proc said "done" first).
 * BAD_IFF_ERROR if a PROP appears in the CAT. */
extern IFFP ReadICat(GroupContext *);
/* parent */

/* Call GetFChunkHdr instead of GetChunkHdr to read each chunk inside a FORM.
 * It just calls GetChunkHdr and returns BAD_IFF if it gets a PROP chunk. */
extern ID GetFChunkHdr(GroupContext *);
/* context.ckHdr.ckID context */

/* GetFlChunkHdr is like GetFChunkHdr, but it automatically dispatches to the
 * getForm, getList, and getCat procedure (and returns the result) if it
 * encounters a FORM, LIST, or CAT. */
extern ID GetFlChunkHdr(GroupContext *);
/* context.ckHdr.ckID context */

/* Call GetPChunkHdr instead of GetChunkHdr to read each chunk inside a PROP.
 * It just calls GetChunkHdr and returns BAD_IFF if it gets a group chunk. */
extern ID GetPChunkHdr(GroupContext *);
/* context.ckHdr.ckID context */

#else /* not FDwAT */

extern IFFP OpenRIFF();
extern IFFP OpenRGroup();
extern IFFP CloseRGroup();
extern ID GetChunkHdr();
extern IFFP IFFReadBytes();
extern IFFP SkipGroup();
extern IFFP ReadIFF();
extern IFFP ReadILList();
extern IFFP ReadICat();
extern ID GetFChunkHdr();
extern ID GetFlChunkHdr();
extern ID GetPChunkHdr();

#endif /* not FDwAT */

/* ----- IFF Writer ----- */

***** Routines to support a stream-oriented IFF file writer *****
*
* These routines will random access back to set a chunk size value when the
* caller doesn't know it ahead of time. They'll also do things automatically
* like padding and error checking.
*
* These routines ASSUME they're the only ones writing to the file.
* Client should check IFFP error codes. Don't press on after an error!
* These routines try to have no side effects in the error case, except that
* partial I/O is sometimes unavoidable.
*
```

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```
* All of these routines may return DOS_ERROR. In that case, ask DOS for the
* specific error code.
*
* The overall scheme is to open an output GroupContext via OpenWIFF or
* OpenWGroup, call either PutCk or [PutCkHdr | IFFWriteBytes]* PutCkEnd] for
* each chunk, then use CloseWGroup to close the GroupContext.
*
* To write a group (LIST, FORM, PROP, or CAT), call StartWGroup, write out
* its chunks, then call EndWGroup. StartWGroup automatically writes the
* group header and opens a nested context for writing the contents.
* EndWGroup closes the nested context and completes the group chunk. */

#ifndef FDwAT
/* Given a file open for output, open a write context.
 * The "limit" arg imposes a fence or upper limit on the logical file
 * position for writing data in this context. Pass in szNotYetKnown to be
 * bounded only by disk capacity.
 * ASSUME new context structure allocated by caller but not initialized.
 * ASSUME caller doesn't deallocate the context before calling CloseWGroup.
 * The caller is only allowed to write out one FORM, LIST, or CAT in this top
 * level context (see StartWGroup and PutCkHdr).
 * CLIENT_ERROR if limit is odd.*/
extern IFFP OpenWIFF(BPTR, GroupContext *, LONG);
/* file, new, limit {file position} */

/* Start writing a group (presumably LIST, FORM, PROP, or CAT), opening a
 * nested context. The groupSize includes all nested chunks + the subtype ID.
 *
 * The subtype of a LIST or CAT is a hint at the contents' FORM type(s). Pass
 * in FILLER if it's a mixture of different kinds.
 *
 * This writes the chunk header via PutCkHdr, writes the subtype ID via
 * IFFWriteBytes, and calls OpenWGroup. The caller may then write the nested
 * chunks and finish by calling EndWGroup.
 * The OpenWGroup call sets new->clientFrame = parent->clientFrame.
 *
 * ASSUME new context structure allocated by caller but not initialized.
 * ASSUME caller doesn't deallocate the context or access the parent context
 * before calling CloseWGroup.
 * ERROR conditions: See PutCkHdr, IFFWriteBytes, OpenWGroup. */
extern IFFP StartWGroup(GroupContext *, ID, LONG, ID, GroupContext *);
/* parent, groupType, groupSize, subtype, new */

/* End a group started by StartWGroup.
 * This just calls CloseWGroup and PutCkEnd.
 * ERROR conditions: See CloseWGroup and PutCkEnd. */
extern IFFP EndWGroup(GroupContext *);
/* old */

/* Open the remainder of the current chunk as a group write context.
 * This is normally only called by StartWGroup.
 *
 * Any fixed limit to this group chunk or a containing context will impose
 * a limit on the new context.
 * This will be called just after the group's subtype ID has been written
 * so the remaining contents will be a sequence of chunks.
 * This sets new->clientFrame = parent->clientFrame.
 * ASSUME new context structure allocated by caller but not initialized.
 * ASSUME caller doesn't deallocate the context or access the parent context
 * before calling CloseWGroup.
 * CLIENT_ERROR if context end is odd or PutCkHdr wasn't called first. */
extern IFFP OpenWGroup(GroupContext *, GroupContext *);
/* parent, new */

/* Close a write context and update its parent context.
 * This is normally only called by EndWGroup.
 *
```

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```
* If this is a top level context (created by OpenWIFF) we'll set the file's
* EOF (end of file) but won't close the file.
* After calling this, the old context may be deallocated and the parent
* context can be accessed again.
*
* Amiga DOS Note: There's no call to set the EOF. We just position to the
* desired end and return. Caller must Close file at that position.
* CLIENT_ERROR if PutCkEnd wasn't called first. */
extern IFFP CloseWGroup(GroupContext *);
    /* old */

/* Write a whole chunk to a GroupContext. This writes a chunk header, ckSize
* data bytes, and (if needed) a pad byte. It also updates the GroupContext.
* CLIENT_ERROR if ckSize == szNotYetKnown. See also PutCkHdr errors. */
extern IFFP PutCk(GroupContext *, ID, LONG, BYTE *);
    /* context, ckID, ckSize, *data */

/* Write just a chunk header. Follow this will any number of calls to
* IFFWriteBytes and finish with PutCkEnd.
* If you don't yet know how big the chunk is, pass in ckSize = szNotYetKnown,
* then PutCkEnd will set the ckSize for you later.
* Otherwise, IFFWriteBytes and PutCkEnd will ensure that the specified
* number of bytes get written.
* CLIENT_ERROR if the chunk would overflow the GroupContext's bound, if
* PutCkHdr was previously called without a matching PutCkEnd, if ckSize < 0
* (except szNotYetKnown), if you're trying to write something other
* than one FORM, LIST, or CAT in a top level (file level) context, or
* if ckID <= 0 (these illegal ID values are used for error codes). */
extern IFFP PutCkHdr(GroupContext *, ID, LONG);
    /* context, ckID, ckSize */

/* Write nBytes number of data bytes for the current chunk and update
* GroupContext.
* CLIENT_ERROR if this would overflow the GroupContext's limit or the
* current chunk's ckSize, or if PutCkHdr wasn't called first, or if
* nBytes < 0. */
extern IFFP IFFWriteBytes(GroupContext *, BYTE *, LONG);
    /* context, *data, nBytes */

/* Complete the current chunk, write a pad byte if needed, and update
* GroupContext.
* If current chunk's ckSize = szNotYetKnown, this goes back and sets the
* ckSize in the file.
* CLIENT_ERROR if PutCkHdr wasn't called first, or if client hasn't
* written 'ckSize' number of bytes with IFFWriteBytes. */
extern IFFP PutCkEnd(GroupContext *);
    /* context */

#else /* not FDWAT */

extern IFFP OpenWIFF();
extern IFFP StartWGroup();
extern IFFP EndWGroup();
extern IFFP OpenWGroup();
extern IFFP CloseWGroup();
extern IFFP PutCk();
extern IFFP PutCkHdr();
extern IFFP IFFWriteBytes();
extern IFFP PutCkEnd();

#endif /* not FDWAT */

#endif IFF_H
```

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```
#ifndef ILBM_H
#define ILBM_H
/*
* ILBM.H Definitions for InterLeaved BitMap raster image. 1/23/86
* 09/88 - added CAMG, CCRT, and CRNG typedefs and macros (cs)
*
* By Jerry Morrison and Steve Shaw, Electronic Arts.
* This software is in the public domain.
*
* This version for the Commodore-Amiga computer.
*/
#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#ifndef GRAPHICS_GFX_H
#include "graphics/gfx.h"
#endif

#include "iff/iff.h"

#define ID_ILBM MakeID('I','L','B','M')
#define ID_BMHD MakeID('B','M','H','D')
#define ID_CMAP MakeID('C','M','A','P')
#define ID_GRAB MakeID('G','R','A','B')
#define ID_DEST MakeID('D','E','S','T')
#define ID_SPRT MakeID('S','P','R','T')
#define ID_CAMG MakeID('C','A','M','G')
#define ID_CRNG MakeID('C','R','N','G')
#define ID_CCRT MakeID('C','C','R','T')
#define ID_BODY MakeID('B','O','D','Y')

/* ----- BitMapHeader ----- */

typedef UBYTE Masking;      /* Choice of masking technique.*/
#define mskNone          0
#define mskHasMask       1
#define mskHasTransparentColor 2
#define mskLasso         3

typedef UBYTE Compression;  /* Choice of compression algorithm applied to
                           * each row of the source and mask planes. "cmpByteRunl" is the byte run
                           * encoding generated by Mac's PackBits. See Packer.h. */
#define cmpNone          0
#define cmpByteRunl     1

/* Aspect ratios: The proper fraction xAspect/yAspect represents the pixel
* aspect ratio pixel_width/pixel_height.
*
* For the 4 Amiga display modes:
*   320 x 200: 10/11 (these pixels are taller than they are wide)
*   320 x 400: 20/11
*   640 x 200: 5/11
*   640 x 400: 10/11 */
#define x320x200Aspect 10
#define y320x200Aspect 11
#define x320x400Aspect 20
#define y320x400Aspect 11
#define x640x200Aspect 5
#define y640x200Aspect 11
#define x640x400Aspect 10
#define y640x400Aspect 11

/* A BitMapHeader is stored in a BMHD chunk. */
typedef struct {
    WORD w, h;           /* raster width & height in pixels */
    WORD x, y;           /* position for this image */
}
```

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```
UBYTE nPlanes; /* # source bitplanes */
Masking masking; /* masking technique */
Compression compression; /* compression algorithm */
UBYTE padl; /* UNUSED. For consistency, put 0 here.*/
UWORD transparentColor; /* transparent "color number" */
UBYTE xAspect, yAspect; /* aspect ratio, a rational number x/y */
WORD pageWidth, pageHeight; /* source "page" size in pixels */
} BitMapHeader;

/* RowBytes computes the number of bytes in a row, from the width in pixels.*/
#define RowBytes(w) (((w) + 15) >> 4 << 1)

/* ----- ColorRegister -----*/
/* A CMAP chunk is a packed array of ColorRegisters (3 bytes each). */
typedef struct {
    UBYTE red, green, blue; /* MUST be UBYTEs so ">> 4" won't sign extend.*/
} ColorRegister;

/* Use this constant instead of sizeof(ColorRegister). */
#define sizeofColorRegister 3

typedef WORD Color4; /* Amiga RAM version of a color-register,
    * with 4 bits each RGB in low 12 bits.*/

/* Maximum number of bitplanes in RAM. Current Amiga max w/dual playfield. */
#define MaxAmDepth 6

/* ----- Point2D -----*/
/* A Point2D is stored in a GRAB chunk. */
typedef struct {
    WORD x, y; /* coordinates (pixels) */
} Point2D;

/* ----- DestMerge -----*/
/* A DestMerge is stored in a DEST chunk. */
typedef struct {
    UBYTE depth; /* # bitplanes in the original source */
    UBYTE padl; /* UNUSED; for consistency store 0 here */
    UWORD planePick; /* how to scatter source bitplanes into destination */
    UWORD planeOnOff; /* default bitplane data for planePick */
    UWORD planeMask; /* selects which bitplanes to store into */
} DestMerge;

/* ----- SpritePrecedence -----*/
/* A SpritePrecedence is stored in a SPRT chunk. */
typedef UWORD SpritePrecedence;

/* ----- Camg Amiga Viewport Mode -----*/
/* A Commodore Amiga ViewPort Modes is stored in a CAMG chunk. */
/* The chunk's content is declared as a LONG. */
typedef struct {
    ULONG ViewModes;
    } CamgChunk;

/* ----- CRANGE cycling chunk -----*/
/* A CRANGE is stored in a CRNG chunk. */
typedef struct {
    WORD padl; /* reserved for future use; store 0 here */
    WORD rate; /* 60/sec=16384, 30/sec=8192, 1/sec=16384/60=273 */
    WORD active; /* bit0 set = active, bit1 set = reverse */
    UBYTE low, high; /* lower and upper color registers selected */
} CRANGE;

/* ----- Ccrt (Graphicraft) cycling chunk -----*/
/* A Ccrt is stored in a CCRT chunk. */
typedef struct {
    WORD direction; /* 0=don't cycle, 1=forward, -1=backwards */
    UBYTE start; /* range lower */
}
```

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```
UBYTE end; /* range upper */
LONG seconds; /* seconds between cycling */
LONG microseconds; /* msec between cycling */
WORD pad; /* future exp - store 0 here */
} CcrtChunk;

/* ----- ILBM Writer Support Routines -----*/
/* Note: Just call PutCk to write a BMHD, GRAB, DEST, SPRT, or CAMG
   * chunk. As below. */
#define PutBMHD(context, bmHdr) \
    PutCk(context, ID_BMHD, sizeof(BitMapHeader), (BYTE *)bmHdr)
#define PutGRAB(context, point2D) \
    PutCk(context, ID_GRAB, sizeof(Point2D), (BYTE *)point2D)
#define PutDEST(context, destMerge) \
    PutCk(context, ID_DEST, sizeof(DestMerge), (BYTE *)destMerge)
#define PutSPRT(context, spritePrec) \
    PutCk(context, ID_SPRT, sizeof(SpritePrecedence), (BYTE *)spritePrec)
#define PutCAMG(context, camg) \
    PutCk(context, ID_CAMG, sizeof(CamgChunk), (BYTE *)camg)
#define PutCRNG(context, crng) \
    PutCk(context, ID_CRNG, sizeof(CRANGE), (BYTE *)crng)
#define PutCCRT(context, ccrt) \
    PutCk(context, ID_CCRT, sizeof(CcrtChunk), (BYTE *)ccrt)

#endif /* FDWAT */

/* Initialize a BitMapHeader record for a full-BitMap ILBM picture.
   * This gets w, h, and nPlanes from the BitMap fields BytesPerRow, Rows, and
   * Depth. It assumes you want w = bitmap->BytesPerRow * 8.
   * CLIENT_ERROR if bitmap->BytesPerRow isn't even, as required by ILBM format.
   *
   * If (pageWidth, pageHeight) is (320, 200), (320, 400), (640, 200), or
   * (640, 400) this sets (xAspect, yAspect) based on those 4 Amiga display
   * modes. Otherwise, it sets them to (1, 1).
   *
   * After calling this, store directly into the BitMapHeader if you want to
   * override any settings, e.g. to make nPlanes smaller, to reduce w a little,
   * or to set a position (x, y) other than (0, 0).*/
extern IFFP InitBMHdr(BitMapHeader *, struct BitMap *,
    /* bmHdr, bitmap */
    int, int, int, WORD, WORD);
/* masking, compression, transparentColor, pageWidth, pageHeight */
/* Masking, Compression, UWORD -- are the desired types, but get
   * compiler warnings if use them. */

/* Output a CMAP chunk to an open FORM ILBM write context. */
extern IFFP PutCMAP(GroupContext *, WORD *, UBYTE,
    /* context, colormap, depth */
    /* context, colorMap, depth */

/* This procedure outputs a BitMap as an ILBM's BODY chunk with
   * bitplane and mask data. Compressed if bmHdr->compression == cmpByteRunl.
   * If the "mask" argument isn't NULL, it merges in the mask plane, too.
   * (A fancier routine could write a rectangular portion of an image.)
   * This gets Planes (bitplane ptrs) from "bitmap".
   *
   * CLIENT_ERROR if bitmap->Rows != bmHdr->h, or if
   * bitmap->BytesPerRow != RowBytes(bmHdr->w), or if
   * bitmap->Depth < bmHdr->nPlanes, or if bmHdr->nPlanes > MaxAmDepth, or if
   * bufsize < MaxPackedSize(bitmap->BytesPerRow), or if
   * bmHdr->compression > cmpByteRunl. */
extern IFFP PutBODY(
    GroupContext *, struct BitMap *, BYTE *, BitMapHeader *, BYTE *, LONG);
/* context, bitmap, mask, bmHdr, buffer, bufsize */
/*else */not FDWAT*/
extern IFFP InitBMHdr();
```

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```
extern IFFP PutCMAP();
extern IFFP PutBODY();

#endif FDwAT

/* ----- ILBM Reader Support Routines -----*/
/* Note: Just call IFFReadBytes to read a BMHD, GRAB, DEST, SPRT, or CAMG
 * chunk. As below. */
#define GetBMHD(context, bmHdr) \
    IFFReadBytes(context, (BYTE *)bmHdr, sizeof(BitMapHeader))

#define GetGRAB(context, point2D) \
    IFFReadBytes(context, (BYTE *)point2D, sizeof(Point2D))
#define GetDEST(context, destMerge) \
    IFFReadBytes(context, (BYTE *)destMerge, sizeof(DestMerge))
#define GetSPRT(context, spritePrec) \
    IFFReadBytes(context, (BYTE *)spritePrec, sizeof(SpritePrecedence))
#define GetCAMG(context, camg) \
    IFFReadBytes(context, (BYTE *)camg, sizeof(CamgChunk))
#define GetCRNG(context, crng) \
    IFFReadBytes(context, (BYTE *)crng, sizeof(CRRange))
#define GetCCRT(context, ccrt) \
    IFFReadBytes(context, (BYTE *)ccrt, sizeof(CcrtChunk))

/* GetBODY can handle a file with up to 16 planes plus a mask.*/
#define MaxSrcPlanes 16+1

#ifndef FDwAT

/* Input a CMAP chunk from an open FORM ILBM read context.
 * This converts to an Amiga color map: 4 bits each of red, green, blue packed
 * into a 16 bit color register.
 * pNColorRegs is passed in as a pointer to a UBYTE variable that holds
 * the number of ColorRegisters the caller has space to hold. GetCMAP sets
 * that variable to the number of color registers actually read.*/
extern IFFP GetCMAP(GroupContext *, WORD *, UBYTE *);
    /* context,      colormap, pNColorRegs */

/* GetBODY reads an ILBM's BODY into a client's bitmap, de-interleaving and
 * decompressing.
 *
 * Caller should first compare bmHdr dimensions (rowWords, h, nPlanes) with
 * bitmap dimensions, and consider reallocating the bitmap.
 * If file has more bitplanes than bitmap, this reads first few planes (low
 * order ones). If bitmap has more bitplanes, the last few are untouched.
 * This reads the MIN(bmHdr->h, bitmap->Rows) rows, discarding the bottom
 * part of the source or leaving the bottom part of the bitmap untouched.
 *
 * GetBODY returns CLIENT_ERROR if asked to perform a conversion it doesn't
 * handle. It only understands compression algorithms cmpNone and cmpByteRunl.
 * The filed row width (# words) must agree with bitmap->BytesPerRow.
 *
 * Caller should use bmHdr.w; GetBODY only uses it to compute the row width
 * in words. Pixels to the right of bmHdr.w are not defined.
 *
 * [TBD] In the future, GetBODY could clip the stored image horizontally or
 * fill (with transparentColor) untouched parts of the destination bitmap.
 *
 * GetBODY stores the mask plane, if any, in the buffer pointed to by mask.
 * If mask == NULL, GetBODY will skip any mask plane. If
 * (bmHdr.masking != mskHasMask) GetBODY just leaves the caller's mask alone.
 *
 * GetBODY needs a buffer large enough for two compressed rows.
 * It returns CLIENT_ERROR if bufsize < 2 * MaxPackedSize(bmHdr.rowWords * 2).
 *
 * GetBODY can handle a file with up to MaxSrcPlanes planes. It returns
 * CLIENT_ERROR if the file has more. (Could be due to a bum file, though.)
```

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```
* If GetBODY fails, itt might've modified the client's bitmap. Sorry.*/
extern IFFP GetBODY(
    GroupContext *, struct BitMap *, BYTE *, BitMapHeader *, BYTE *, LONG);
    /* context,           bitmap,   mask,   bmHdr,           buffer, bufsize */

/* [TBD] Add routine(s) to create masks when reading ILBMs whose
 * masking != mskHasMask. For mskNone, create a rectangular mask. For
 * mskHasTransparentColor, create a mask from transparentColor. For mskLasso,
 * create an "auto mask" by filling transparent color from the edges. */

#else /*not FDwAT*/

extern IFFP GetCMAP();
extern IFFP GetBODY();

#endif FDwAT

#endif ILBM_H
```

Nov 10 17:19 1988 IFF_include/intuall.h Page 1

```
**** intuall.h ****
/* intuall.h, Include lots of Amiga-provided header files. 1/22/86 */
/* Plus the portability file "iff/compiler.h" which should be tailored */
/* for your compiler.
*/
/* By Jerry Morrison and Steve Shaw, Electronic Arts.
/* This software is in the public domain.
*/
/* This version for the Commodore-Amiga computer.
*/
*****
#include "iff/compiler.h"      /* COMPILER-DEPENDENCIES */

/* Dummy definitions because some includes below are commented out.
 * This avoids 'undefined structure' warnings when compile.
 * This is safe as long as only use POINTERS to these structures.
 */

struct Region { int dummy; };
struct VSprite { int dummy; };
struct collTable { int dummy; };
struct Coplist { int dummy; };
struct UCoplist { int dummy; };
struct cprlist { int dummy; };
struct copinit { int dummy; };
struct TimeVal { int dummy; };

#include "exec/types.h"
#include "exec/nodes.h"
#include "exec/lists.h"
#include "exec/libraries.h"
#include "exec/ports.h"

#include "exec/tasks.h"
#include "exec/devices.h"

#include "exec/interrupts.h"

#include "exec/io.h"
#include "exec/memory.h"
#include "exec/alerts.h"

/* ALWAYS INCLUDE GFX.H before any other amiga includes */

#include "graphics/gfx.h"
/*#include "hardware/blit.h"

****

#include "graphics/collide.h"
#include "graphics/copper.h"
#include "graphics/display.h"
#include "hardware/dmabits.h"
#include "graphics/gels.h"
***

#include "graphics/clip.h"

#include "graphics/rastport.h"
#include "graphics/view.h"
#include "graphics/gfxbase.h"
/*#include "hardware/intbits.h"
#include "graphics/gfxmacros.h"

#include "graphics/layers.h"

#include "graphics/text.h"
#include "graphics/sprite.h"
```

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```
/*#include "hardware/custom.h"
/*#include "libraries/dos.h"
/*#include "libraries/dosexterns.h"

#include "devices/timer.h"
#include "devices/inputevent.h"
#include "devices/keymap.h"

#include "intuition/intuition.h"
/*#include "intuitionbase.h"
/*#include "intuinternal.h"
```

Nov 10 17:19 1988 IFF_include/packer.h Page 1

```
#ifndef PACKER_H
#define PACKER_H
/*
 * PACKER.H typedefs for Data-Compressor.          1/22/86
 *
 * This module implements the run compression algorithm "cmpByteRunl"; the
 * same encoding generated by Mac's PackBits.
 *
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */
#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

/* This macro computes the worst case packed size of a "row" of bytes. */
#define MaxPackedSize(rowSize)  ( (rowSize) + ( ((rowSize)+127) >> 7 ) )

#ifdef FDwAT /* Compiler handles Function Declaration with Argument Types */
/* Given POINTERS to POINTER variables, packs one row, updating the source
 * and destination pointers. Returns the size in bytes of the packed row.
 * ASSUMES destination buffer is large enough for the packed row.
 * See MaxPackedSize. */
extern LONG PackRow(BYTE **, BYTE **, LONG);
/* pSource, pDest, rowSize */

/* Given POINTERS to POINTER variables, unpacks one row, updating the source
 * and destination pointers until it produces dstBytes bytes (i.e., the
 * rowSize that went into PackRow).
 * If it would exceed the source's limit srcBytes or if a run would overrun
 * the destination buffer size dstBytes, it stops and returns TRUE.
 * Otherwise, it returns FALSE (no error). */
extern BOOL UnPackRow(BYTE **, BYTE **, WORD, WORD);
/* pSource, pDest, srcBytes, dstBytes */

#else /* not FDwAT */

extern LONG PackRow();
extern BOOL UnPackRow();

#endif /* FDwAT */
#endif
```

Nov 10 17:19 1988 IFF_include/putpict.h Page 1

```
#ifndef PUTPICT_H
#define PUTPICT_H
/** putpict.h ****
 * PutPict(). Given a BitMap and a color map in RAM on the Amiga,
 * outputs as an ILBM. See /iff/ilbm.h & /iff/ilbmw.c.      23-Jan-86 */
/*
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */
*****#
#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#ifndef ILBM_H
#include "iff/ilbm.h"
#endif

#ifndef FDwAT
***** IffErr ****
/* Returns the iff error code and resets it to zero */
***** PutPict ****
/* Put a picture into an IFF file
 * Pass in mask == NULL for no mask.
 */
/* Buffer should be big enough for one packed scan line
 * Buffer used as temporary storage to speed-up writing.
 * A large buffer, say 8KB, is useful for minimizing Write and Seek calls.
 * (See /iff/gio.h & /iff/gio.c).
 */
extern IFFP IffErr(void);

extern BOOL PutPict(LONG, struct BitMap *, WORD,WORD, WORD *, BYTE *, LONG);
/* file, bm,           pageW,pageH,colorMap, buffer,bufsize */

#else /*not FDwAT*/
extern IFFP IffErr();
extern BOOL PutPict();
#endif FDwAT
#endif PUTPICT_H
```

Nov 10 17:19 1988 IFF_include/readpict.h Page 1

```
#ifndef READPICT_H
#define READPICT_H
/** ReadPict.h ****
 */
/* Read an ILBM raster image file into RAM. 1/23/86.
 */
/* By Jerry Morrison, Steve Shaw, and Steve Hayes, Electronic Arts.
 */
/* This software is in the public domain.
 */
/* USE THIS AS AN EXAMPLE PROGRAM FOR AN IFF READER.
 */
/* The IFF reader portion is essentially a recursive-descent parser.
 */
***** */

/* ILBMFrame is our "client frame" for reading FORMs ILBM in an IFF file.
 * We allocate one of these on the stack for every LIST or FORM encountered
 * in the file and use it to hold BMHD & CMAP properties. We also allocate
 * an initial one for the whole file. */
typedef struct {
    ClientFrame clientFrame;
    UBYTE foundBMHD;
    UBYTE nColorRegs;
    BitMapHeader bmHdr;
    Color4 colorMap[32 /*l<<MaxAmDepth*/];
    /* If you want to read any other property chunks, e.g. GRAB or CAMG, add
     * fields to this record to store them. */
} ILBMFrame;

/* ReadPicture() ****
 *
 * Read a picture from an IFF file, given a file handle open for reading.
 * Allocates BitMap RAM by calling (*Allocator)(size).
 */
***** */

typedef UBYTE *UBytePtr;
#ifndef FDwAT
extern IFFP ReadPicture(LONG, struct BitMap *, ILBMFrame *, Allocator *);
/* iFrame is the top level "client frame". */
/* allocator is a ptr to your allocation procedure. It must always
 * allocate in Chip memory (for bitmap data). */
/* PS: Notice how we used two "typedef"s above to make allocator's type
 * meaningful to humans.
 * Consider the usual C style: UBYTE *(*())(), or is it (UBYTE *(*)()) ? */
#else /* not FDwAT */
typedef UBytePtr Allocator();
extern IFFP ReadPicture();
#endif
#endif READPICT_H
```

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Nov 10 17:19 1988 IFF_include/remalloc.h Page 1

```
/** RemAlloc.h ****
 */
/* ChipAlloc(), ExtAlloc(), RemAlloc(), RemFree().
 */
/* ALLOCators which REMEMBER the size allocated, for simpler freeing.
 */
/* Date Who Changes
 */
----- */
/* 16-Jan-86 sss Created from DPaint/DAlloc.c
 */
/* 22-Jan-86 jhm Include Compiler.h
 */
/* 25-Jan-86 sss Added ChipNoClearAlloc,ExtNoClearAlloc
 */
/* By Jerry Morrison and Steve Shaw, Electronic Arts.
 */
/* This software is in the public domain.
 */
/* This version for the Commodore-Amiga computer.
 */
***** */

#ifndef REM_ALLOC_H
#define REM_ALLOC_H

#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

/* How these allocators work:
 * The allocator procedures get the memory from the system allocator,
 * actually allocating 4 extra bytes. We store the length of the node in
 * the first 4 bytes then return a ptr to the rest of the storage. The
 * deallocator can then find the node size and free it. */

#ifdef FDwAT
/* RemAlloc allocates a node with "size" bytes of user data.
 * Example:
 * struct BitMap *bm;
 * bm = (struct BitMap *)RemAlloc( sizeof(struct BitMap), ...flags... );
 */
extern UBYTE *RemAlloc(LONG, LONG);
/* size, flags */

/* ALLOCator that remembers size, allocates in CHIP-accessible memory.
 * Use for all data to be displayed on screen, all sound data, all data to be
 * blitted, disk buffers, or access by any other DMA channel.
 * Does clear memory being allocated.*/
extern UBYTE *ChipAlloc(LONG);
/* size */

/* ChipAlloc, without clearing memory. Purpose: speed when allocate
 * large area that will be overwritten anyway.*/
extern UBYTE *ChipNoClearAlloc(LONG);

/* ALLOCator that remembers size, allocates in extended memory.
 * Does clear memory being allocated.
 * NOTICE: does NOT declare "MEMF_FAST". This allows machines
 * lacking extended memory to allocate within chip memory,
 * assuming there is enough memory left.*/
extern UBYTE *ExtAlloc(LONG);
/* size */

/* ExtAlloc, without clearing memory. Purpose: speed when allocate
 * large area that will be overwritten anyway.*/
extern UBYTE *ExtNoClearAlloc(LONG);

/* FREES either chip or extended memory, if allocated with an allocator
 * which REMEMBERS size allocated.
 * Safe: won't attempt to de-allocate a NULL pointer.
 * Returns NULL so caller can do
 */
*****
```

Nov 10 17:19 1988 IFF_include/remalloc.h Page 2

```
* p = RemFree(p);
*/
extern UBYTE *RemFree(UBYTE *);
/* p */

#else /* not FDWAT */

extern UBYTE *RemAlloc();
extern UBYTE *ChipAlloc();
extern UBYTE *ExtAlloc();
extern UBYTE *RemFree();

#endif /* FDWAT */
#endif REM_ALLOC_H
```

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```
/*
 * SMUS.H Definitions for Simple MUSical score. 2/12/86
 *
 * By Jerry Morrison and Steve Hayes, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */
#ifndef SMUS_H
#define SMUS_H

#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#include "iff/iff.h"

#define ID_SMUS      MakeID('S', 'M', 'U', 'S')
#define ID_SHDR      MakeID('S', 'H', 'D', 'R')
#define ID_NAME      MakeID('N', 'A', 'M', 'E')
#define ID_Copyright MakeID('(', 'C', ')')
#define ID_AUTH      MakeID('A', 'U', 'T', 'H')
#define ID_ANNO      MakeID('A', 'N', 'N', 'O')

#define ID_INSL      MakeID('I', 'N', 'S', 'L')
#define ID_TRAK      MakeID('T', 'R', 'A', 'K')

/* ----- SScoreHeader ----- */
typedef struct {
    WORD tempo;           /* tempo, 128ths quarter note/minute */
    UBYTE volume;         /* playback volume 0 through 127 */
    UBYTE ctTrack;        /* count of tracks in the score */
} SScoreHeader;

/* ----- NAME ----- */
/* NAME chunk contains a CHAR[], the musical score's name. */

/* ----- Copyright (c) ----- */
/* "(c)" chunk contains a CHAR[], the FORM's copyright notice. */

/* ----- AUTH ----- */
/* AUTH chunk contains a CHAR[], the name of the score's author. */

/* ----- ANNO ----- */
/* ANNO chunk contains a CHAR[], the author's text annotations. */

/* ----- INSL ----- */
/* Constants for the RefInstrument's "type" field. */
#define INSL_Name 0      /* just use the name; ignore data1, data2 */
#define INSL_MIDI 1      /* <data1, data2> = MIDI <channel, preset> */

typedef struct {
    UBYTE iRegister;     /* set this instrument register number */
    UBYTE type;          /* instrument reference type (see above) */
    UBYTE data1, data2;  /* depends on the "type" field */
    char name[60];       /* instrument name */
} RefInstrument;

/* ----- TRAK ----- */
/* TRAK chunk contains an SEvent[]. */

/* SEvent: Simple musical event. */
typedef struct {
    UBYTE SID;           /* SEvent type code */
    UBYTE data;          /* SID-dependent data */
} SEvent;

/* SEvent type codes "sID". */
#define SID_FirstNote 0
```

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```
#define SID_LastNote 127 /* SIDs in the range SID_FirstNote through
   * SID_LastNote (sign bit = 0) are notes. The
   * SID is the MIDI tone number (pitch). */
#define SID_Rest 128 /* a rest; same data format as a note. */

#define SID_Instrument 129 /* set instrument number for this track. */
#define SID_TimeSig 130 /* set time signature for this track. */
#define SID_KeySig 131 /* set key signature for this track. */
#define SID_Dynamic 132 /* set volume for this track. */
#define SID_MIDI_Chn 133 /* set MIDI channel number (sequencers) */
#define SID_MIDI_Preset 134 /* set MIDI preset number (sequencers) */
#define SID_Clef 135 /* inline clef change.
   * 0=Treble, 1=Bass, 2=Alto, 3=Tenor. */
#define SID_Tempo 136 /* Inline tempo change in beats per minute. */

/* SID values 144 through 159: reserved for Instant Music SEvents. */

/* The remaining SID values up through 254: reserved for future
 * standardization. */
#define SID_Mark 255 /* SID reserved for an end-mark in RAM. */

/* ----- SEvent FirstNote..LastNote or Rest ----- */
typedef struct {
    unsigned tone :8, /* MIDI tone number 0 to 127; 128 = rest */
    chord :1, /* 1 = a chorded note */
    tieOut :1, /* 1 = tied to the next note or chord */
    nTuplet :2, /* 0 = none, 1 = triplet, 2 = quintuplet,
   * 3 = septuplet */
    dot :1, /* dotted note; multiply duration by 3/2 */
    division :3; /* basic note duration is 2**division:
   * 0 = whole note, 1 = half note, 2 = quarter
   * note, ... 7 = 128th note */
} SNote;

/* Warning: An SNote is supposed to be a 16-bit entity.
 * Some C compilers will not pack bit fields into anything smaller
 * than an int. So avoid the actual use of this type unless you are certain
 * that the compiler packs it into a 16-bit word.
 */

/* You may get better object code by masking, ORing, and shifting using the
 * following definitions rather than the bit-packed fields, above. */
#define noteChord (1<<7) /* note is chorded to next note */

#define noteTieOut (1<<6) /* note/chord is tied to next note/chord */

#define noteNShift 4 /* shift count for nTuplet field */
#define noteN3 (1<<noteNShift) /* note is a triplet */
#define noteN5 (2<<noteNShift) /* note is a quintuplet */
#define noteN7 (3<<noteNShift) /* note is a septuplet */
#define noteNMask noteN7 /* bit mask for the nTuplet field */

#define noteDot (1<<3) /* note is dotted */

#define noteDShift 0 /* shift count for division field */
#define noteD1 (0<<noteDShift) /* whole note division */
#define noteD2 (1<<noteDShift) /* half note division */
#define noteD4 (2<<noteDShift) /* quarter note division */
#define noteD8 (3<<noteDShift) /* eighth note division */
#define noteD16 (4<<noteDShift) /* sixteenth note division */
#define noteD32 (5<<noteDShift) /* thirty-second note division */
#define noteD64 (6<<noteDShift) /* sixty-fourth note division */
#define noteD128 (7<<noteDShift) /* 1/128 note division */
#define noteDMask noteD128 /* bit mask for the division field */

#define noteDurMask 0x3F /* bit mask for all duration fields
   * division, nTuplet, dot */

/* Field access: */
```

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```
#define IsChord(snote) (((UWORD)snote) & noteChord)
#define IsTied(snote) (((UWORD)snote) & noteTieOut)
#define NTuplet(snote) (((UWORD)snote) & noteNMask) >> noteNShift
#define IsDot(snote) (((UWORD)snote) & noteDot)
#define Division(snote) (((UWORD)snote) & noteDMask) >> noteDShift

/* ----- TimeSig SEvent ----- */
typedef struct {
    unsigned type :8, /* = SID_TimeSig */
    timeNSig :5, /* time signature "numerator" timeNSig + 1 */
    timeDSig :3; /* time signature "denominator" is
   * 2**timeDSig: 0 = whole note, 1 = half
   * note, 2 = quarter note, ...
   * 7 = 128th note */
} STimeSig;

#define timeNMask 0xF8 /* bit mask for timeNSig field */
#define timeNShift 3 /* shift count for timeNSig field */
#define timeDMask 0x07 /* bit mask for timeDSig field */

/* Field access: */
#define TimeNSig(sTime) (((UWORD)sTime) & timeNMask) >> timeNShift
#define TimeDSig(sTime) (((UWORD)sTime) & timeDMask)

/* ----- KeySig SEvent ----- */
/* "data" value 0 = Cmaj; 1 through 7 = G,D,A,E,B,F#,C#;
 * 8 through 14 = F,Bb,Eb,Ab,Db,Gb,Cb. */
/* ----- Dynamic SEvent ----- */
/* "data" value is a MIDI key velocity 0..127. */

/* ----- SMUS Reader Support Routines ----- */
/* Just call this to read a SHDR chunk. */
#define GetSHDR(context, ssHdr) \
    IFFReadBytes(context, (BYTE *)ssHdr, sizeof(SScoreHeader))

/* ----- SMUS Writer Support Routines ----- */
/* Just call this to write a SHDR chunk. */
#define PutSHDR(context, ssHdr) \
    PutCk(context, ID_SHDR, sizeof(SScoreHeader), (BYTE *)ssHdr)

#endif
```

Nov 10 17:18 1988 IFF_source/EA_LinkInfo Page 1

```
; iffcheckg.lnk
FROM lstartup.o,iffcheck.o,iffr.o,gio.o
LIBRARY lc.lib,amiga.lib
TO iffcheck

; iffcheck.lnk
FROM lstartup.o,iffcheck.o,iffr.o
LIBRARY lc.lib,amiga.lib
TO iffcheck

; ilbm2raw.lnk
FROM lstartup.o, ilbm2raw.o, readpict.o, ilbmrv.o, unpacker.o, iffr.o*
remalloc.o
LIBRARY lc.lib, amiga.lib
TO ilbm2raw

; ilbndump.lnk
FROM lstartup.o, ilbndump.o, readpict.o, ilbmrv.o, unpacker.o, iffr.o*
remalloc.o, bprintc.o
LIBRARY lc.lib, amiga.lib
TO ilbndump

; raw2ilbg.lnk
FROM lstartup.o, raw2ilbm.o, putpict.o, ilbmw.o, packer.o, iffw.o, gio.o
LIBRARY lc.lib, amiga.lib
TO raw2ilbm

; raw2ilbm.lnk
FROM lstartup.o, raw2ilbm.o, putpict.o, ilbmw.o, packer.o, iffw.o
LIBRARY lc.lib, amiga.lib
TO raw2ilbm

; showilbg.lnk
FROM lstartup.o,showilbm.o,readpict.o,ilbmrv.o,unpacker.o,iffr.o,remalloc.o*
gio.o
LIBRARY lc.lib,amiga.lib
TO showilbm

; showilbm.lnk
FROM lstartup.o,showilbm.o,readpict.o,ilbmrv.o,unpacker.o,iffr.o,remalloc.o
TO showilbm
LIBRARY lc.lib,amiga.lib

; read8svx.lnk
FROM LIB:lstartup.obj, Read8svx.o, dUnpack.o, iffr.o
TO Read8svx
LIBRARY LIB:lc.lib, LIB:amiga.lib
```

Nov 10 17:18 1988 IFF_source/IFFCheck.c Page 1

```
/*
 * IFFCheck.C Print out the structure of an IFF-85 file,      1/23/86 */
/* checking for structural errors.
 */
/* DO NOT USE THIS AS A SKELETAL PROGRAM FOR AN IFF READER!
 * See ShowILBM.C for a skeletal example.
 */
/* By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 */
/* This version for the Commodore-Amiga computer.
 */
*/
#include "iff/iff.h"

/*
 * ----- IFFCheck -----
 */
/* [TBD] More extensive checking could be done on the IDs encountered in the
 * file. Check that the reserved IDs "FOR1".."FOR9", "LIS1".."LIS9", and
 * "CAT1".."CAT9" aren't used. Check that reserved IDs aren't used as Form
 * types. Check that all IDs are made of 4 printable characters (trailing
 * spaces ok). */

typedef struct {
    ClientFrame clientFrame;
    int levels;           /* # groups currently nested within.*/
} Frame;

char MsgOkay[] = { "---- (IFF_OKAY) A good IFF file." };
char MsgEndMark[] = { "---- (END_MARK) How did you get this message???" };
char MsgDone[] = { "---- (IFF_DONE) How did you get this message???" };
char MsgDos[] = { "---- (DOS_ERROR) The DOS gave back an error." };
char MsgNot[] = { "---- (NOT_IFF) not an IFF file." };
char MsgNoFile[] = { "---- (NO_FILE) no such file found." };
char MsgClientError[] = { "---- (CLIENT_ERROR) IFF Checker bug." };
char MsgForm[] = { "---- (BAD_FORM) How did you get this message???" };
char MsgShort[] = { "---- (SHORT_CHUNK) How did you get this message???" };
char MsgBad[] = { "---- (BAD_IFF) a mangled IFF file." };

/* MUST GET THESE IN RIGHT ORDER!!*/
char *IFFPMessages[~(int)LAST_ERROR+1] = {
    /*IFF_OKAY*/ MsgOkay,
    /*END_MARK*/ MsgEndMark,
    /*IFF_DONE*/ MsgDone,
    /*DOS_ERROR*/ MsgDos,
    /*NOT_IFF*/ MsgNot,
    /*NO_FILE*/ MsgNoFile,
    /*CLIENT_ERROR*/ MsgClientError,
    /*BAD_FORM*/ MsgForm,
    /*SHORT_CHUNK*/ MsgShort,
    /*BAD_IFF*/ MsgBad
};

/* FORWARD REFERENCES */
extern IFFP GetList(GroupContext *);
extern IFFP GetForm(GroupContext *);
extern IFFP GetProp(GroupContext *);
extern IFFP GetCat (GroupContext *);

void IFFCheck(name) char *name; {
    IFFP iffp;
    BPTR file = Open(name, MODE_OLDFILE);
    Frame frame;

    frame.levels = 0;
    frame.clientFrame.getList = GetList;
    frame.clientFrame.getForm = GetForm;
    frame.clientFrame.getProp = GetProp;
    frame.clientFrame.getCat = GetCat;
```

```

printf("----- Checking file '%s' -----\\n", name);
if (file == 0)
    iffp = NO_FILE;
else
    iffp = ReadIFF(file, (ClientFrame *)&frame);

Close(file);
printf("%s\\n", IFFPMessages[-iffp]);
}

main(argc, argv) int argc; char **argv; {
    if (argc != 1+1) {
        printf("Usage: iffcheck filename\\n");
        exit(0);
    }
    IFFCheck(argv[1]);
}

/* ----- Put... */

PutLevels(count) int count; {
    for ( ; count > 0; --count) {
        printf(".");
    }
}

PutID(id) ID id; {
    printf("%c%c%c%c",
        (char)((id>>24L) & 0x7f),
        (char)((id>>16L) & 0x7f),
        (char)((id>>8) & 0x7f),
        (char)(id & 0x7f));
}

PutN(n) int n; {
    printf(" %d ", n);
}

/* Put something like "...BMHD 14" or "...LIST 14 PLBM". */
PutHdr(context) GroupContext *context; {
    PutLevels( ((Frame *)context->clientFrame)->levels );
    PutID(context->ckHdr.ckID);
    PutN(context->ckHdr.ckSize);

    if (context->subtype != NULL_CHUNK)
        PutID(context->subtype);

    printf("\\n");
}

/* ----- AtLeaf */

/* At Leaf chunk. That is, a chunk which does NOT contain other chunks.
 * Print "ID size".*/
IFFP AtLeaf(context) GroupContext *context; {

    PutHdr(context);
    /* A typical reader would read the chunk's contents, using the "Frame"
     * for local data, esp. shared property settings (PROP).*/
    /* IFFReadBytes(context, ...buffer, context->ckHdr->ckSize); */
    return(IFF_OKAY);
}

/* ----- GetList */

/* Handle a LIST chunk. Print "LIST size subTypeID".
 * Then dive into it.*/
IFFP GetList(parent) GroupContext *parent; {
    Frame newFrame;

```

```

    newFrame = *(Frame *)parent->clientFrame; /* copy parent's frame*/
    newFrame.levels++;

    PutHdr(parent);

    return( ReadILList(parent, (ClientFrame *)&newFrame) );
}

/* ----- GetForm */

/* Handle a FORM chunk. Print "FORM size subTypeID".
 * Then dive into it.*/
IFFP GetForm(parent) GroupContext *parent; {
    /*CompilerBug register*/ IFFP iffp;
    GroupContext new;
    Frame newFrame;

    newFrame = *(Frame *)parent->clientFrame; /* copy parent's frame*/
    newFrame.levels++;

    PutHdr(parent);

    iffp = OpenRGroup(parent, &new);
    CheckIFFP();
    new.clientFrame = (ClientFrame *)&newFrame;

    /* FORM reader for Checker. */
    /* LIST, FORM, PROP, CAT already handled by GetFlChunkHdr. */
    do {if ( (iffp = GetFlChunkHdr(&new)) > 0 )
        iffp = AtLeaf(&new);
    } while (iffp >= IFF_OKAY);

    CloseRGroup(&new);
    return(iffp == END_MARK ? IFF_OKAY : iffp);
}

/* ----- GetProp */

/* Handle a PROP chunk. Print "PROP size subTypeID".
 * Then dive into it.*/
IFFP GetProp(listContext) GroupContext *listContext; {
    /*CompilerBug register*/ IFFP iffp;
    GroupContext new;

    PutHdr(listContext);

    iffp = OpenRGroup(listContext, &new);
    CheckIFFP();

    /* PROP reader for Checker. */
    ((Frame *)listContext->clientFrame)->levels++;

    do {if ( (iffp = GetPChunkHdr(&new)) > 0 )
        iffp = AtLeaf(&new);
    } while (iffp >= IFF_OKAY);

    ((Frame *)listContext->clientFrame)->levels--;

    CloseRGroup(&new);
    return(iffp == END_MARK ? IFF_OKAY : iffp);
}

/* ----- GetCat */

/* Handle a CAT chunk. Print "CAT size subTypeID".
 * Then dive into it.*/
IFFP GetCat(parent) GroupContext *parent; {
    ((Frame *)parent->clientFrame)->levels++;
}

```

Nov 10 17:18 1988 IFF_source/IFFCheck.c Page 4

```
PutHdr(parent);
iffp = ReadICat(parent);
((Frame *)parent->clientFrame)->levels--;
return(iffp);
}
```

Nov 10 17:18 1988 IFF_source/ILBM2Raw.c Page 1

```
/*
 * ilbm2raw.c
 * 2/4/86
 * Reads in ILBM, outputs raw format, which is
 * just the planes of bitmap data followed by the color map
 */
/*
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 */
/*
 * This software is in the public domain.
 */
/*
 * This version for the Commodore-Amiga computer.
 */
/*
 * Callable from CLI only
 */

#include "iff/intuall.h"
#include "libraries/dos.h"
#include "libraries/dosexterns.h"
#include "iff/ilbm.h"
#include "iff/readpict.h"
#include "iff/remalloc.h"

#undef NULL
#include "lattice/stdio.h"
/*
 * Iff error messages
 */

char MsgOkay[] = { "----- (IFF_OKAY) A good IFF file." };
char MsgEndMark[] = { "----- (END_MARK) How did you get this message???" };
char MsgDone[] = { "----- (IFF_DONE) How did you get this message???" };
char MsgDos[] = { "----- (DOS_ERROR) The DOS gave back an error." };
char MsgNot[] = { "----- (NOTIFF) not an IFF file." };
char MsgNoFile[] = { "----- (NO_FILE) no such file found." };
char MsgClientError[] = { "----- (CLIENT_ERROR) IFF Checker bug." };
char MsgForm[] = { "----- (BAD_FORM) How did you get this message???" };
char MsgShort[] = { "----- (SHORT_CHUNK) How did you get this message???" };
char MsgBad[] = { "----- (BADIFF) a mangled IFF file." };

/* MUST GET THESE IN RIGHT ORDER!!*/
char *IFFPMessages[-LAST_ERROR+1] = {
    /*IFF_OKAY*/ MsgOkay,
    /*END_MARK*/ MsgEndMark,
    /*IFF_DONE*/ MsgDone,
    /*DOS_ERROR*/ MsgDos,
    /*NOTIFF*/ MsgNot,
    /*NO_FILE*/ MsgNoFile,
    /*CLIENT_ERROR*/ MsgClientError,
    /*BAD_FORM*/ MsgForm,
    /*SHORT_CHUNK*/ MsgShort,
    /*BADIFF*/ MsgBad
};

LONG GfxBase;

/*
 * SaveBitMap(name,bm,cols)
 * UBYTE *name;
 * struct BitMap *bm;
 * SHORT *cols;
 * {
 *     SHORT i;
 *     LONG nb,plsize;
 *     LONG file = Open( name, MODE_NEWFILE );
 *     if( file == 0 ) {
 *         printf(" couldn't open %s \n",name);
 *         return (-1); /* couldnt open a load-file */
 *     }
 *     plsize = bm->BytesPerRow*bm->Rows;
 *
```

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```
for (i=0; i<bm->Depth; i++) {
    nb = Write(file, bm->Planes[i], plsize);
    if (nb<plsize) break;
}
Write(file, cols, (l<bm->Depth)*2);           /* save color map */
Close(file);
return(0);
}

struct BitMap bitmap = {0};

char depthString[] = "0";           /* Replaced with desired digit below.*/

ILBMFrame ilbmFrame;      /* Top level "client frame".*/

/** main() ****
UBYTE defSwitch[] = "b";

void main(argc, argv) int argc; char **argv; {
    LONG iffp, file;
    UBYTE fname[40];
    GfxBase = (LONG)OpenLibrary("graphics.library",0);
    if (GfxBase==NULL) exit(0);

    if (argc) {
        /* Invoked via CLI. Make a lock for current directory. */
        if (argc < 2) {
            printf("Usage from CLI: 'ilbm2raw filename '\n");
        }
        else {
            file = Open(argv[1], MODE_OLDFILE);

            if (file) {
                iffp = ReadPicture(file, &bitmap, &ilbmFrame, ChipAlloc);
                Close(file);
                if (iffp != IFF_DONE) {
                    printf(" Couldn't read file %s \n", argv[1]);
                    printf("%s\n",IFFPMessages[-iffp]);
                }
                else {
                    strcpy(fname,argv[1]);

                    if (ilbmFrame.bmHdr.pageWidth > 320) {
                        if (ilbmFrame.bmHdr.pageHeight > 200)
                            strcat(fname, ".hi");
                        else strcat(fname, ".me");
                    }
                    else    strcat(fname, ".lo");

                    depthString[0] = '0' + bitmap.Depth;
                    strcat(fname, depthString);

                    printf(" Creating file %s \n", fname);
                    SaveBitMap(fname, &bitmap, ilbmFrame.colorMap);
                }
            }
            else printf(" Couldn't open file: %s. \n", argv[1]);
            if (bitmap.Planes[0]) RemFree(bitmap.Planes[0]);
            printf("\n");
        }
    }
    CloseLibrary(GfxBase);
    exit(0);
}
```

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Nov 10 17:18 1988 IFF_source/ILBMDump.c Page 1

```
/*
 * ILBMDump.c: reads in ILM, prints out ascii representation,
 * for including in C files.
 */
/* By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 */
/* This version for the Commodore-Amiga computer.
 */
/* Callable from CLI ONLY
 * Jan 31, 1986
 */

#include "iff/intuall.h"
#include "libraries/dos.h"
#include "libraries/dosextens.h"
#include "iff/ilbm.h"
#include "iff/readpict.h"
#include "iff/remalloc.h"

#undef NULL
#include "lattice/stdio.h"
/*-
 *     Iff error messages
 */
char MsgOkay[] = { "---- (IFF_OKAY) A good IFF file." };
char MsgEndMark[] = { "---- (END_MARK) How did you get this message???" };
char MsgDone[] = { "---- (IFF_DONE) How did you get this message???" };
char MsgDos[] = { "---- (DOS_ERROR) The DOS gave back an error." };
char MsgNot[] = { "---- (NOTIFF) not an IFF file." };
char MsgNoFile[] = { "---- (NO_FILE) no such file found.." };
char MsgClientError[] = { "---- (CLIENT_ERROR) IFF Checker bug." };
char MsgForm[] = { "---- (BAD_FORM) How did you get this message???" };
char MsgShort[] = { "---- (SHORT_CHUNK) How did you get this message???" };
char MsgBad[] = { "---- (BAD_IFF) a mangled IFF file." };

/* MUST GET THESE IN RIGHT ORDER!!*/
char *IFFPMessages[-LAST_ERROR+1] = [
    /*IFF_OKAY*/ MsgOkay,
    /*END_MARK*/ MsgEndMark,
    /*IFF_DONE*/ MsgDone,
    /*DOS_ERROR*/ MsgDos,
    /*NOTIFF*/ MsgNot,
    /*NO_FILE*/ MsgNoFile,
    /*CLIENT_ERROR*/ MsgClientError,
    /*BAD_FORM*/ MsgForm,
    /*SHORT_CHUNK*/ MsgShort,
    /*BAD_IFF*/ MsgBad
];

/* this returns a string containing characters after the
   last '/' or ':' */
GetSuffix(to, fr) UBYTE *to, *fr;
{
    int i;
    UBYTE c,*s = fr;
    for (i=0; ;i++) {
        c = *s++;
        if (c == 0) break;
        if (c == '/') fr = s;
        else if (c == ':') fr = s;
    }
    strcpy(to,fr);
}

LONG GfxBase;
```

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```
struct BitMap bitmap = {0};

ILBMFrame ilbmFrame; /* Top level "client frame". */

/** main() ****
UBYTE defSwitch[] = "b";

void main(argc, argv) int argc; char **argv;
{
    UBYTE *sw;
    FILE *fp;
    LONG iffpp,file;
    UBYTE name[40], fname[40];
    GfxBase = (LONG)OpenLibrary("graphics.library",0);
    if (GfxBase==NULL) exit(0);

    if (argc) {
        /* Invoked via CLI. Make a lock for current directory. */
        if (argc < 2) {
            printf("Usage from CLI: ILBMDump filename switch-string\n");
            printf(" where switch-string = \n");
            printf(" <nothing> : Bob format (default)\n");
            printf(" s           : Sprite format (with header and trailer words)\n");
            printf(" sn          : Sprite format (No header and trailer words)\n");
            printf(" a           : Attached sprite (with header and trailer)\n");
            printf(" an          : Attached sprite (No header and trailer)\n");
            printf(" Add 'c' to switch list to output CR's with LF's \n");
        }
        else {
            sw = (argc>2)? argv[2]: defSwitch;
            file = Open(argv[1], MODE_OLDFILE);
            if (file) {
                iffpp = ReadPicture(file, &bitmap, &ilbmFrame, ChipAlloc);
                Close(file);
                if (iffpp != IFF_DONE) {
                    printf(" Couldn't read file %s \n", argv[1]);
                    printf("%s\n", IFFPMessages[-iffpp]);
                }
                else {
                    printf(" Creating file %s.c \n", argv[1]);
                    GetSuffix(name,argv[1]);
                    strcpy(fname,argv[1]);
                    strcat(fname,".c");
                    fp = fopen(fname,"w");
                    BMPrintCRep(&bitmap,fp,name,sw);
                    fclose(fp);
                }
            }
            else printf(" Couldn't open file: %s. \n", argv[1]);
            if (bitmap.Planes[0]) RemFree(bitmap.Planes[0]);
            printf("\n");
        }
    }
    CloseLibrary(GfxBase);
    exit(0);
}
```

Nov 10 17:18 1988 IFF_source/Raw2ILBM.c Page 1

```
/** raw2ilbm.c ****
/* Read in a "raw" bitmap (dump of the bitplanes in a screen) */
/* Display it, and write it out as an ILBM file. */
/* 23-Jan-86 */
/*
/* Usage from CLI: 'Raw2ILBM source dest fmt(low,med,hi)
/*      nplanes'
/* Supports the three common Amiga screen formats.
/*      'low' is 320x200,
/*      'med' is 640x200,
/*      'hi' is 640x400.
/*      'nplanes' is the number of bitplanes.
/* The default is low-resolution, 5 bitplanes
/* (32 colors per pixel).
/*
/* By Jerry Morrison and Steve Shaw, Electronic Arts.
/* This software is in the public domain.
/*
/* This version for the Commodore-Amiga computer.
/*
*****
```

```
#include "iff/intuall.h"
#include "libraries/dos.h"
#include "libraries/dosextens.h"
#include "iff/ilbm.h"
#include "iff/putpict.h"

#define MIN(a,b) ((a)<(b)?(a):(b))
#define MAX(a,b) ((a)>(b)?(a):(b))

/* general usage pointers */
LONG IconBase; /* Actually, "struct IconBase *" if you've got some ".h" file*/
struct GfxBase *GfxBase;

/* Globals for displaying an image */
struct RastPort rP;
struct RasInfo rasinfo;
struct View v = {0};
struct ViewPort vp = {0};
struct View *oldView = 0; /* so we can restore it */

/*
----- */
DisplayPic(bm, colorMap) struct BitMap *bm; UWORLD *colorMap;
{
    oldView = GfxBase->ActiView; /* so we can restore it */

    InitView(&v);
    InitVPort(&vp);
    v.ViewPort = &vp;
    InitRastPort(&rP);
    rP.BitMap = bm;
    rasinfo.BitMap = bm;

    /* Always show the upper left-hand corner of this picture. */
    rasinfo.RxOffset = 0;
    rasinfo.RyOffset = 0;

    vp.DWidth = bm->BytesPerRow*8; /* Physical display WIDTH */
    vp.DHeight = bm->Rows; /* Display height */

    /* Always display it in upper left corner of screen.*/

    if (vp.DWidth <= 320) vp.Modes = 0;
    else vp.Modes = HIRES;
    if (vp.DHeight > 200) {
        v.Modes |= LACE;
        vp.Modes |= LACE;
    }
}
```

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```
}

vp.RasInfo = &rasinfo;
MakeVPort(&v,&vp);
MrgCOp(&v);
LoadView(&v); /* show the picture */
WaitBlit();
WaitTOF();
if (colorMap) LoadRGB4(&vp, colorMap,(l << bm->Depth));
}

UnDispPict() {
    if (oldView) {
        LoadView(oldView); /* switch back to old view */
        FreeVPortCopLists(&vp);
        FreeCprList(v.LOFCprList);
    }
}

PrintS(msg) char *msg; { printf(msg); }

void GoodBye(msg) char *msg; { PrintS(msg); PrintS("\n"); exit(0); }

struct BitMap bitmap = {0};
SHORT cmap[32];

AllocBitMap(bm) struct BitMap *bm; {
    int i;
    LONG psz = bm->BytesPerRow*bm->Rows;
    UBYTE *p = (UBYTE *)AllocMem(bm->Depth*psz, MEMF_CHIP|MEMF_PUBLIC);
    for (i=0; i<bm->Depth; i++) {
        bm->Planes[i] = p;
        p += psz;
    }
}

FreeBitMap(bm) struct BitMap *bm; {
    if (bitmap.Planes[0]) {
        FreeMem(bitmap.Planes[0],
                bitmap.BytesPerRow * bitmap.Rows * bitmap.Depth);
    }
}

BOOL LoadBitMap(file,bm,cols)
LONG file;
struct BitMap *bm;
SHORT *cols;
{
    SHORT i;
    LONG nb,plsize;
    plsize = bm->BytesPerRow*bm->Rows;
    for (i=0; i<bm->Depth; i++) {
        nb = Read(file, bm->Planes[i], plsize);
        if (nb<plsize) BltClear(bm->Planes[i],plsize,1);
    }
    if (cols) {
        nb = Read(file, cols, (l<<bm->Depth)*2); /* load color map */
        return( (BOOL) (nb == (l<<bm->Depth)*2) );
    }
    return((BOOL) FALSE);
}

/** main() ****
UBYTE defSwitch[] = "b";
#define BUFSIZE 16000
static SHORT maxDepth[3] = [5,4,4];
```

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```
void main(argc, argv) int argc; char **argv; {
    SHORT fmt, depth, pwidth, pheight;
    UBYTE *buffer;
    BOOL hadCmap;
    LONG file;
    if( !(GfxBase = (struct GfxBase *)OpenLibrary("graphics.library",0)) )
        GoodBye("No graphics.library");
    if( !(IconBase = OpenLibrary("icon.library",0)) )
        GoodBye("No icon.library");
    if (argc) {
        if (argc < 3) {
            printf(
"Usage from CLI: 'Raw2ILBM source dest fmt(low,med,hi) nplanes'\n");
            goto bailout;
        }
        fmt = 0;
        depth = 5;
        if (argc>3)
            switch(*argv[3]) {
                case 'l': fmt = 0; break;
                case 'm': fmt = 1; break;
                case 'h': fmt = 2; break;
            }
        if (argc>4) depth = *argv[4]-0';
        depth = MAX(1, MIN(maxDepth[fmt], depth));
        pwidth = fmt? 640: 320;
        pheight = (fmt>1)? 400: 200;
        InitBitMap(&bitmap, depth, pwidth, pheight);
        AllocBitMap(&bitmap);

        file = Open(argv[1], MODE_OLDFILE);

        if (file) {
            DisplayPic(&bitmap, NULL);
            hadCmap = LoadBitMap(file, &bitmap, cmap);
            if (hadCmap) LoadRGB4(&vp, cmap, 1<<bitmap.Depth);
            Close(file);
            file = Open(argv[2], MODE_NEWFILE);
            buffer = (UBYTE *)AllocMem(BUFSIZE, MEMF_CHIP|MEMF_PUBLIC);
            PutPict(file, &bitmap, pwidth, pheight,
                    hadCmap? cmap: NULL, buffer, BUFSIZE);
            Close(file);
            FreeMem(buffer, BUFSIZE);
        }
        else printf(" Couldn't open file '%s' \n", argv[2]);
    }

    UnDispPict();
    FreeBitMap(&bitmap);

    bailout:
    CloseLibrary(GfxBase);
    CloseLibrary(IconBase);
    exit(0);
}
```

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```
/** Read8SVX.c ****
*
* Read a sound sample from an IFF file. 21Jan85
*
* By Steve Hayes, Electronic Arts.
* This software is in the public domain.
*
*****include "exec/types.h"
#include "exec/exec.h"
#include "libraries/dos.h"
#include "iff/8svx.h"

/* Message strings for IFFF codes. */
char MsgOkay[]      = { "(IFF_OKAY) No FORM 8SVX in the file." };
char MsgEndMark[]   = { "(END_MARK) How did you get this message?" };
char MsgDone[]       = { "(IFF_DONE) All done." };
char MsgDos[]        = { "(DOS_ERROR) The DOS returned an error." };
char MsgNot[]        = { "(NOT_IFF) Not an IFF file." };
char MsgNoFile[]     = { "(NO_FILE) No such file found." };
char MsgClientError[] = { "(CLIENT_ERROR) Read8SVX bug or insufficient RAM." };
char MsgForm[]       = { "(BAD_FORM) A malformed FORM 8SVX." };
char MsgShort[]      = { "(SHORT_CHUNK) A malformed FORM 8SVX." };
char MsgBad[]        = { "(BAD_IFF) A mangled IFF file." };

/* THESE MUST APPEAR IN RIGHT ORDER!! */
char *IFFPMessages[-LAST_ERROR+1] = {
    /*IFF_OKAY*/ MsgOkay,
    /*END_MARK*/ MsgEndMark,
    /*IFF_DONE*/ MsgDone,
    /*DOS_ERROR*/ MsgDos,
    /*NOT_IFF*/ MsgNot,
    /*NO_FILE*/ MsgNoFile,
    /*CLIENT_ERROR*/ MsgClientError,
    /*BAD FORM*/ MsgForm,
    /*SHORT CHUNK*/ MsgShort,
    /*BAD_IFF*/ MsgBad
};

typedef struct {
    ClientFrame clientFrame;
    UBYTE foundVHDR;
    UBYTE pad1;
    Voice8Header sampHdr;
} SVXFrame;

/* NOTE: For a simple version of this program, set Fancy to 0.
* That'll compile a program that skips all LISTS and PROPS in the input
* file. It will look in CATS for FORMS 8SVX. That's suitable for most uses.
*
* For a fancy version that handles LISTS and PROPS, set Fancy to 1. */
#define Fancy 1

BYTE *buf;
int szBuf;

/** DoSomethingWithSample() ****
*
* Interface to Amiga sound driver.
*
*****DoSomethingWithSample(sampHdr) Voice8Header *sampHdr; {
    BYTE *t;
    printf("\noneShotHiSamples=%ld", sampHdr->oneShotHiSamples);
    printf("\nrepeatHiSamples=%ld", sampHdr->repeatHiSamples);
}
```

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```
printf("\nsamplesPerHiCycle=%ld", sampHdr->samplesPerHiCycle);
printf("\nsamplesPerSec=%ld", sampHdr->samplesPerSec);
printf("\nctOctave=%ld", sampHdr->ctOctave);
printf("\ncompression=%ld", sampHdr->sCompression);
printf("\nvolume=0x%lx", sampHdr->volume);
/* Decompress, if needed. */
if (sampHdr->sCompression) {
    t = (BYTE *)AllocMem(szBuf<<1, MEMF_CHIP);
    DUnpack(buf, szBuf, t);
    FreeMem(buf, szBuf);
    buf = t;
    szBuf <<= 1;
}
printf("\nData = %3ld %3ld %3ld %3ld %3ld %3ld %3ld",
       buf[0],buf[1],buf[2],buf[3],buf[4],buf[5],buf[6],buf[7]);
printf("\n          %3ld %3ld %3ld %3ld %3ld %3ld ...\\n",
       buf[8+0],buf[8+1],buf[8+2],buf[8+3],buf[8+4],buf[8+5],
       buf[8+6],buf[8+7]);
}

/** ReadBODY() ****
 * Read a BODY into RAM.
 */
IFFP ReadBODY(context) GroupContext *context; {
    IFFP iffpp;

    szBuf = ChunkMoreBytes(context);
    buf = (BYTE *)AllocMem(szBuf, MEMF_CHIP);
    if (buf == NULL)
        iffpp = CLIENT_ERROR;
    else
        iffpp = IFFReadBytes(context, (BYTE *)buf, szBuf);
    CheckIFFP();
}

/** GetFo8SVX() ****
 * Called via ReadSample to handle every FORM encountered in an IFF file.
 * Reads FORMs 8SVX and skips all others.
 * Inside a FORM 8SVX, it reads BODY. It complains if it
 * doesn't find an VHDR before the BODY.
 * [TBD] We could read and print out any NAME and "(c)" chunks.
 */
IFFP GetFo8SVX(parent) GroupContext *parent; {
    /*compilerBug register*/ IFFP iffpp;
    GroupContext formContext;
    SVXFrame smusFrame; /* only used for non-clientFrame fields.*/

    if (parent->subtype != ID_8SVX)
        return(IFF_OKAY); /* just continue scanning the file */

    smusFrame = *(SVXFrame *)parent->clientFrame;
    iffpp = OpenRGroup(parent, &formContext);
    CheckIFFP();

    do switch (iffpp = GetFChunkHdr(&formContext)) {
        case ID_VHDR: {
            smusFrame.foundVHDR = TRUE;
            iffpp = GetVHDR(&formContext, &smusFrame.sampHdr);
            break;
        }
        case ID_BODY: {
            if (!smusFrame.foundVHDR)
                iffpp = BAD_FORM; /* Need an VHDR chunk first! */
            else iffpp = ReadBODY(&formContext);
            break;
        }
    }
}
```

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```
case END_MARK: {
    if (!smusFrame.foundVHDR)
        iffpp = BAD_FORM;
    else
        iffpp = IFF_DONE;
    break;
} while (iffpp >= IFF_OKAY); /* loop if valid ID of ignored chunk or a
                           * subroutine returned IFF_OKAY (no errors).*/
if (iffpp != IFF_DONE) return(iffpp);

/* If we get this far, there were no errors. */
CloseRGroup(&formContext);
DoSomethingWithSample(&smusFrame.sampHdr);
FreeMem(buf, szBuf);
return(iffpp);

}

/** Notes on extending GetFo8SVX ****
 *
 * To read more kinds of chunks, just add clauses to the switch statement.
 * To read more kinds of property chunks (like NAME) add clauses to
 * the switch statement in GetPr8SVX, too.
 *
 */
IFFP GetPr8SVX() ****
*
* Called via ReadSample to handle every PROP encountered in an IFF file.
* Reads PROPs 8SVX and skips all others.
*
#endif Fancy
IFFP GetPr8SVX(parent) GroupContext *parent; {
    /*compilerBug register*/ IFFP iffpp;
    GroupContext propContext;
    SVXFrame *svxFrame = (SVXFrame *)parent->clientFrame; /* Subclass */

    if (parent->subtype != ID_8SVX)
        return(IFF_OKAY); /* just continue scanning the file */

    iffpp = OpenRGroup(parent, &propContext);
    CheckIFFP();

    do switch (iffpp = GetPChunkHdr(&propContext)) {
        case ID_VHDR: {
            svxFrame->foundVHDR = TRUE;
            iffpp = GetVHDR(&propContext, &svxFrame->sampHdr);
            break;
        }
        while (iffpp >= IFF_OKAY); /* loop if valid ID of ignored chunk or a
                           * subroutine returned IFF_OKAY (no errors).*/
    }

    CloseRGroup(&propContext);
    return(iffpp == END_MARK ? IFF_OKAY : iffpp);
}

#endif

/** GetLi8SVX() ****
 *
 * Called via ReadSample to handle every LIST encountered in an IFF file.
 *
 */
#endif Fancy
IFFP GetLi8SVX(parent) GroupContext *parent; {
    SVXFrame newFrame; /* allocate a new Frame */

    newFrame = *(SVXFrame *)parent->clientFrame; /* copy parent frame */
    return( ReadIList(parent, (ClientFrame *)&newFrame) );
}
```

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```
}

#endif

/** ReadSample() ****
* Read IFF 8SVX, given a file handle open for reading.
*
*****IFFP ReadSample(file) LONG file; {
    SVXFrame sFrame; /* Top level "client frame".*/
    IFFP iffpp = IFF_OKAY;

#if Fancy
    sFrame.clientFrame.getList = GetLi8SVX;
    sFrame.clientFrame.getProp = GetPr8SVX;
#else
    sFrame.clientFrame.getList = SkipGroup;
    sFrame.clientFrame.getProp = SkipGroup;
#endif
    sFrame.clientFrame.getForm = GetFo8SVX;
    sFrame.clientFrame.getCat = ReadICat;

/* Initialize the top-level client frame's property settings to the
 * program-wide defaults. This example just records that we haven't read
 * any VHDR properties yet.
 * If you want to read another property, init it's fields in sFrame. */
    sFrame.foundVHDR = FALSE;
    sFrame.padl = 0;

    iffpp = ReadIFF(file, (ClientFrame *)&sFrame);

    return(iffpp);
}

/** main0() ****
void main0(filename) char *filename; {
    LONG file;
    IFFP iffpp = NO_FILE;
    file = Open(filename, MODE_OLDFILE);
    if (file)
        iffpp = ReadSample(file);
    Close(file);
    printf("%s\n", IFFPMessages[-iffpp]);
}

/** main() ****
void main(argc, argv) int argc; char **argv; {
    printf("Reading file '%s' ...", argv[1]);
    if (argc < 2)
        printf("\nfilename required\n");
    else
        main0(argv[1]);
}
```

Nov 10 17:18 1988 IFF_source>ShowILBM.c Page 1

```
/** ShowILBM.c ****
*
* Read an ILBM raster image file and display it. 24-Jan-86.
*
* By Jerry Morrison, Steve Shaw, and Steve Hayes, Electronic Arts.
* This software is in the public domain.
*
* USE THIS AS AN EXAMPLE PROGRAM FOR AN IFF READER.
*
* The IFF reader portion is essentially a recursive-descent parser.
* The display portion is specific to the Commodore Amiga computer.
*
* NOTE: This program displays an image, pauses, then exits.
*
* Usage from CLI:
*   showilbm picture1 [picture2] ...
*
* Usage from WorkBench:
* Click on ShowILBM, hold down shift key, click on each picture to show,
* Double-click on final picture to complete the selection, release the
* shift key.
*
***** */

/* If you are constructing a Makefile, here are the names of the files
 * that you'll need to compile and link with to use showilbm:
 *
* showilbm.c
* readpict.c
* remalloc.c
* ilbmr.c
* iffrc.c
* unpacker.c
* gio.c
*
* and you'll have to get movmem() from lc.lib
*
* robp.
* ***** */

#include "iff/intuall.h"
#include "libraries/dos.h"
#include "libraries/dosextens.h"
#include "iff/ilbm.h"
#include "workbench/workbench.h"
#include "workbench/startup.h"
#include "iff/readpict.h"
#include "iff/remalloc.h"

#define LOCAL static

#define MIN(a,b) ((a)<(b)?(a):(b))
#define MAX(a,b) ((a)>(b)?(a):(b))

/* general usage pointers */
struct GfxBase *GfxBase;
LONG IconBase; /* Actually, "struct IconBase *" if you've got some ".h" file*/

/* For displaying an image */
LOCAL struct RastPort rP;
LOCAL struct BitMap bitmap0;
LOCAL struct RasInfo rasinfo;
LOCAL struct View v = {0};
LOCAL struct ViewPort vp = {0};

LOCAL ILBMFrame iFrame;

/* Define the size of a temporary buffer used in unscrambling the ILBM rows.*/
```

```
#define bufSz 512

/* Message strings for IFFP codes. */
LOCAL char MsgOkay[] = [
    "(IFF_OKAY) Didn't find a FORM ILBM in the file." ],
LOCAL char MsgEndMark[] = [ "(END_MARK) How did you get this message?" ],
LOCAL char MsgDone[] = [ "(IFF_DONE) All done." ],
LOCAL char MsgDos[] = [ "(DOS_ERROR) The DOS returned an error." ],
LOCAL char MsgNot[] = [ "(NOTIFF) Not an IFF file." ],
LOCAL char MsgNoFile[] = [ "(NO_FILE) No such file found." ],
LOCAL char MsgClientError[] = [
    "(CLIENT_ERROR) ShowILBM bug or insufficient RAM." ],
LOCAL char MsgForm[] = [ "(BAD_FORM) A malformed FORM ILBM." ],
LOCAL char MsgShort[] = [ "(SHORT_CHUNK) A malformed FORM ILBM." ],
LOCAL char MsgBad[] = [ "(BADIFF) A mangled IFF file." ];

/* THESE MUST APPEAR IN RIGHT ORDER!! */
LOCAL char *IFFPMessages[-(int)LAST_ERROR+1] = {
    /*IFF_OKAY*/ MsgOkay,
    /*END_MARK*/ MsgEndMark,
    /*IFF_DONE*/ MsgDone,
    /*DOS_ERROR*/ MsgDos,
    /*NOTIFF*/ MsgNot,
    /*NOFILE*/ MsgNoFile,
    /*CLIENT_ERROR*/ MsgClientError,
    /*BAD_FORM*/ MsgForm,
    /*SHORT_CHUNK*/ MsgShort,
    /*BADIFF*/ MsgBad
};

/* DisplayPic() ****
* Interface to Amiga graphics ROM routines.
*
***** */

DisplayPic(bm, ptibmFrame)
    struct BitMap *bm; ILBMFrame *ptibmFrame;
    int i;
    struct View *oldView = GfxBase->ActiView; /* so we can restore it */

    initView(&v);
    InitVPort(&vp);
    v.ViewPort = &vp;
    InitRastPort(&rP);
    rP.BitMap = bm;
    rasinfo.BitMap = bm;

    /* Always show the upper left-hand corner of this picture. */
    rasinfo.RxOffset = 0;
    rasinfo.RyOffset = 0;

    vp.DWidth = MAX(ptibmFrame->bmhdr.w, 4*8);
    vp.DHeight = ptibmFrame->bmhdr.h;

#if 0
    /* Specify where on screen to put the ViewPort. */
    vp.DxOffset = ptibmFrame->bmhdr.x;
    vp.DyOffset = ptibmFrame->bmhdr.y;
#else
    /* Always display it in upper left corner of screen.*/
#endif

    if (ptibmFrame->bmhdr.pageWidth <= 320)
        vp.Modes = 0;
    else vp.Modes = HIRES;
    if (ptibmFrame->bmhdr.pageHeight > 200) {
        v.Modes |= LACE;
        vp.Modes |= LACE;
    }
}

```

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```
vp.RasInfo = &rasinfo;
MakeVPort(&v, &vp);
MrgCop(&v);
LoadView(&v); /* show the picture */
WaitBlit();
WaitTOF();
LoadRGB4(&vp, ptibmFrame->colorMap, ptibmFrame->nColorRegs);

for (i = 0; i < 5*60; ++i) WaitTOF(); /* Delay 5 seconds. */

LoadView(oldview); /* switch back to old view */
}

/** stuff for main0() ****
LOCAL struct WBStartup *wbStartup = 0; /* 0 unless started from WorkBench.*/

PrintS(msg) char *msg;
{
    if (!wbStartup) printf(msg);
}

void GoodBye(msg) char *msg;
{
    PrintS(msg); PrintS("\n");
    exit(0);
}

/** OpenArg() ****
* Given a "workbench argument" (a file reference) and an I/O mode.
* It opens the file.
*****
LONG OpenArg(wa, openmode) struct WBArg *wa; int openmode;
{
    LONG olldir;
    LONG file;
    if (wa->wa_Lock) olldir = CurrentDir(wa->wa_Lock);
    file = Open(wa->wa_Name, openmode);
    if (wa->wa_Lock) CurrentDir(olldir);
    return(file);
}

/** main0() ****
void main0(wa) struct WBArg *wa;
{
    LONG file;
    IFFP iffpp = NO_FILE;

    /* load and display the picture */
    file = OpenArg(wa, MODE_OLDFILE);
    if (file)
        iffpp = ReadPicture(file, &bitmap0, &iFrame, ChipAlloc);
        /* Allocates BitMap using ChipAlloc().*/
    Close(file);
    if (iffpp == IFF_DONE)
        DisplayPic(&bitmap0, &iFrame);

    PrintS(" "); PrintS(IFFPMessages[-iffpp]); Prints("\n");

    /* cleanup */
    if (bitmap0.Planes[0]) {
        RemFree(bitmap0.Planes[0]);
        /* ASSUMES allocated all planes via a single ChipAlloc call.*/
        FreeVPortCopLists(&vp);
        FreeCprList(v.IOFCprList);
    }
}

/** main() ****
void main(argc, argv) int argc; char **argv;
{
    struct WBArg wbArg, *wbArgs;
    LONG olldir;
    /*sss struct Process *myProcess; */
}

```

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```
if( !(GfxBase = (struct GfxBase *)OpenLibrary("graphics.library",0)) )
    GoodBye("No graphics.library");
if( !(IconBase = OpenLibrary("icon.library",0)) )
    GoodBye("No icon.library");
if (!argc) {
    /* Invoked via workbench */
    wbStartup = (struct WBStartup *)argv;
    wbArgs = wbStartup->sm_ArgList;
    argc = wbStartup->sm_NumArgs;
    while (argc >= 2) {
        olddir = CurrentDir(wbArgs[1].wa_Lock);
        main0(&wbArgs[1]);
        argc--; wbArgs = &wbArgs[1];
    }
#endif 0
/* [TBD] We want to get an error msg to the Workbench user... */
if (argc < 2) {
    PrintS ("Usage from workbench:\n");
    PrintS (" Click mouse on Show-ILBM, Then hold 'SHIFT' key\n");
    GoodBye(" while double-click on file to display.");
}
#endif
else {
    /* Invoked via CLI. Make a lock for current directory.
     * Eventually, scan name, separate out directory reference?*/
    if (argc < 2)
        GoodBye("Usage from CLI: 'Show-ILBM filename'");
/*sss myProcess = (struct Process *)FindTask(0); */
/*sss wbArg.wa_Lock = 0; /*sss myProcess->pr_CurrentDir; */
while (argc >= 2) {
    wbArg.wa_Name = argv[1];
    PrintS("Showing file "); PrintS(wbArg.wa_Name); PrintS(" ...");
    main0(&wbArg);
    PrintS("\n");
    argc--; argv = &argv[1];
}
CloseLibrary(GfxBase);
CloseLibrary(IconBase);
exit(0);
}
```

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```
/*
 *----- bmprintc.c -----
 */
/* print out a C-language representation of data for bitmap
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 * This version for the Commodore-Amiga computer.
 * Cleaned up and modified a bit by Chuck McManis, Aug 1988
 */
#include <iiff/intuall.h>
#undef NULL
#include <stdio.h>

#define NO 0
#define YES 1

static BOOL doCRLF;

void
PrCRLF(fp)
    FILE *fp;
{
    if (doCRLF)
        fprintf(fp, "%c%c", 0xD, 0xA);
    else
        fprintf(fp, "\n");
}

void
PrintBob(bm, fp, name)
    struct BitMap *bm;
    FILE *fp;
    UBYTE *name;
{
    register UWORLD *wp; /* Pointer to the bitmap data */
    short p,i,j,nb; /* temporaries */
    short nwords = (bm->BytesPerRow/2)*bm->Rows;
    fprintf(fp, "/*----- bitmap : w = %ld, h = %ld ----- */",
            bm->BytesPerRow*8, bm->Rows);

    PrCRLF(fp);

    for (p = 0; p < bm->Depth; ++p) { /* For each bit plane */
        wp = (UWORD *)bm->Planes[p];
        fprintf(fp, "/*----- plane # %ld: -----*/", p);
        PrCRLF(fp);
        fprintf(fp, "UWORD %s%c[%ld] = { ", name, (p?'0':p), ' ', nwords);
        PrCRLF(fp);
        for (j = 0; j < bm->Rows; j++, wp += (bm->BytesPerRow >> 1)) {
            fprintf(fp, " ");
            for (nb = 0; nb < (bm->BytesPerRow) >> 1; nb++)
                fprintf(fp, "0x%04x, ", *(wp+nb));
            if (bm->BytesPerRow <= 6) {
                fprintf(fp, "\t/* ");
                for (nb = 0; nb < (bm->BytesPerRow) >> 1; nb++)
                    for (i=0, i<16; i++)
                        fprintf(fp, "%c",
                                (((*(wp+nb))>>(15-i))&1) ? '*' : '.'));
                fprintf(fp, "\t*/");
            }
        }
        PrCRLF(fp);
    }
}
```

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```
        }
        fprintf(fp, "    ");
        PrCRLF(fp);
    }

static char     sp_colors[4] = ".OO@";
void
PSprite(bm, fp, name, p, dohead)
    struct BitMap *bm;
    FILE *fp;
    UBYTE *name;
    int p;
    BOOL dohead;
{
    WORD *wp0, *wp1; /* Pointer temporaries */
    short i, j, nwords, /* Counter temporaries */
          color; /* pixel color */
    short wplen = bm->BytesPerRow/2;

    nwords = 2*bm->Rows + (dohead?4:0);
    wp0 = (WORD *)bm->Planes[p];
    wp1 = (WORD *)bm->Planes[p+1];

    fprintf(fp, "WORD %s[%ld] = {", name, nwords);
    PrCRLF(fp);

    if (dohead) {
        fprintf(fp, " 0x0000, 0x0000, /* vstart, vstop */");
        PrCRLF(fp);
    }
    for (j=0; j < bm->Rows; j++) {
        fprintf(fp, " 0x%04x, 0x%04x", *wp0, *wp1);
        if (dohead || (j != bm->Rows-1)) {
            fprintf(fp, ",");
        }
        fprintf(fp, "\t/* ");
        for (i = 0; i < 16; i++) {
            color = ((*wp1) >> (14-i)) & 2 + ((*wp0) >> (15-i)) & 1;
            fprintf(fp, "%c", sp_colors[color]);
        }
        fprintf(fp, " */");
        PrCRLF(fp);
        wp0 += wplen;
        wp1 += wplen;
    }
    if (dohead)
        fprintf(fp, " 0x0000, 0x0000 ); /* End of Sprite */;
    else
        fprintf(fp, ");");
    PrCRLF(fp);
    PrCRLF(fp);
}

void
PrintSprite(bm, fp, name, attach, dohdr)
    struct BitMap *bm;
    FILE *fp;
    UBYTE *name;
    BOOL attach,
          dohdr;
{
    fprintf(fp, "---- Sprite format: h = %ld ---- /*", bm->Rows);
    PrCRLF(fp);

    if (bm->Depth > 1) {
        fprintf(fp, "/*--Sprite containing lower order two planes: */");
        PrCRLF(fp);
        PSprite(bm, fp, name, 0, dohdr);
    }
}
```

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```
        }
        if (attach && (bm->Depth > 3) ) {
            strcat(name, "l");
            fprintf(fp, "/*--Sprite containing higher order two planes: */");
            PrCRLF(fp);
            PSprite(bm, fp, name, 2, dohdr);
        }
    }

#define BOB 0
#define SPRITE 1

void
BMPrintCRep(bm, fp, name, fmt)
    struct BitMap *bm; /* Contains the image data */
    FILE *fp; /* file we will write to */
    UBYTE *name; /* name associated with the bitmap */
    UBYTE *fmt; /* string of characters describing output fmt*/
{
    BOOL attach, doHdr;
    char c;
    SHORT type;

    doCRLF = NO;
    doHdr = YES;
    type = BOB;
    attach = NO;
    while ( (c=*fmt++) != 0 )
        switch (c) {
            case 'b':
                type = BOB;
                break;
            case 's':
                type = SPRITE;
                attach = NO;
                break;
            case 'a':
                type = SPRITE;
                attach = YES;
                break;
            case 'n':
                doHdr = NO;
                break;
            case 'c':
                doCRLF = YES;
                break;
        }
    switch(type) {
        case BOB:
            PrintBob(bm, fp, name);
            break;
        case SPRITE:
            PrintSprite(bm, fp, name, attach, doHdr);
            break;
    }
}
```

Nov 10 17:18 1988 IFF_source/dUnpack.c Page 1

```
/* DUnpack.c --- Fibonacci Delta decompression by Steve Hayes */
#include <exec/types.h>

/* Fibonacci delta encoding for sound data */
BYTE codeToDelta[16] = {-34,-21,-13,-8,-5,-3,-2,-1,0,1,2,3,5,8,13,21};

/* Unpack Fibonacci-delta encoded data from n byte source
 * buffer into 2*n byte dest buffer, given initial data
 * value x. It returns the lats data value x so you can
 * call it several times to incrementally decompress the data.
*/
BYTE DlUnpack(source,n,dest,x)
BYTE source[], dest[];
LONG n;
BYTE x;
{
    BYTE d;
    LONG i, lim;
    lim = n << 1;
    for (i=0; i < lim; ++i)
    {
        /* Decode a data nibble, high nibble then low nibble */
        d = source[i] >> 1; /* get a pair of nibbles */
        if (i & 1) /* select low or high nibble */
            d &= 0xf; /* mask to get the low nibble */
        else
            d >= 4; /* shift to get the high nibble */
        x += codeToDelta[d]; /* add in the decoded delta */
        dest[i] = x; /* store a 1 byte sample */
    }
    return(x);
}

/* Unpack Fibonacci-delta encoded data from n byte
 * source buffer into 2*(n-2) byte dest buffer.
 * Source buffer has a pad byte, an 8-bit initial
 * value, followed by n-2 bytes comprising 2*(n-2)
 * 4-bit encoded samples.
*/
void DUnpack(source, n, dest)
BYTE source[], dest[];
LONG n;
{
    DlUnpack(source+2, n-2, dest, source[1]);
}
```

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```
/*
 *----- GIO.C Generic I/O Speed Up Package
 *----- See GIOCALL.C for an example of usage.
 *----- Read not speeded-up yet. Only one Write file buffered at a time.
 *----- Note: The speed-up provided is ONLY significant for code such as IFF
 *----- which does numerous small Writes and Seek.
 */
/*
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 */
/*
 * This version for the Commodore-Amiga computer.
 */
/*
 *----- include "iff/gio.h" /* See comments here for explanation.*/
*/
#define GIO_ACTIVE

#define local static

local BPTR wFile      = NULL;
local BYTE *wBuffer   = NULL;
local LONG wNBytes    = 0; /* buffer size in bytes.*/
local LONG wIndex     = 0; /* index of next available byte.*/
local LONG wWaterline = 0; /* Count of # bytes to be written.
                           * Different than wIndex because of GSeek.*/
/*
 *----- GOpen -----
LONG GOpen(filename, openmode) char *filename; LONG openmode;
{
    return( Open(filename, openmode) );
}

/*
 *----- GCclose -----
LONG GCclose(file) BPTR file;
{
    LONG signal = 0, signal2;
    if (file == wFile)
        signal = GWriteUndeclare(file);
    signal2 = Close(file); /* Call Close even if trouble with write.*/
    if (signal2 < 0)
        signal = signal2;
    return( signal );
}

/*
 *----- GRead -----
LONG GRead(file, buffer, nBytes) BPTR file; BYTE *buffer; LONG nBytes;
{
    LONG signal = 0;
    /* We don't yet read directly from the buffer, so flush it to disk and
     * let the DOS fetch it back. */
    if (file == wFile)
        signal = GWriteFlush(file);
    if (signal >= 0)
        signal = Read(file, buffer, nBytes);
    return( signal );
}

/*
 *----- GWriteFlush -----
LONG GWriteFlush(file) BPTR file;
{
    LONG gWrite = 0;
    if (wFile != NULL && wBuffer != NULL && wIndex > 0)
        gWrite = Write(wFile, wBuffer, wWaterline);
    wWaterline = wIndex = 0; /* No matter what, make sure this happens.*/
    return( gWrite );
}

/*
 *----- GWriteDeclare -----
LONG GWriteDeclare(file, buffer, nBytes)
{
    BPTR file; BYTE *buffer; LONG nBytes;
    LONG gWrite = GWriteFlush(wFile); /* Finish any existing usage.*/
    if (file==NULL || (file==wFile && buffer==NULL) || nBytes<=3) {
}
```

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```
wFile = NULL; wBuffer = NULL; wNBytes = 0; }
else {
    wFile = file; wBuffer = buffer; wNBytes = nBytes; }
return( gWrite );
}

/* ----- GWrite ----- */
LONG GWrite(file, buffer, nBytes) BPTR file; BYTE *buffer; LONG nBytes; {
    LONG gWrite = 0;

    if (file == wFile && wBuffer != NULL) {
        if (wNBytes >= wIndex + nBytes) {
            /* Append to wBuffer.*/
            movmem(buffer, wBuffer+wIndex, nBytes);
            wIndex += nBytes;
            if (wIndex > wWaterline)
                wWaterline = wIndex;
            nBytes = 0; /* Indicate data has been swallowed.*/
        }
        else {
            wWaterline = wIndex; /* We are about to overwrite any
                                   * data above wIndex, up to at least the buffer end.*/
            gWrite = GWriteFlush(file); /* Write data out in proper order.*/
        }
    }
    if (nBytes > 0 && gWrite >= 0)
        gWrite += Write(file, buffer, nBytes);
    return( gWrite );
}

/* ----- GSeek ----- */
LONG GSeek(file, position, mode)
BPTR file; LONG position; LONG mode; {
    LONG gSeek = -2;
    LONG newWIndex = wIndex + position;

    if (file == wFile && wBuffer != NULL) {
        if (mode == OFFSET_CURRENT &&
            newWIndex >= 0 && newWIndex <= wWaterline) {
            gSeek = wIndex; /* Okay, return *OLD* position */
            wIndex = newWIndex;
        }
        else {
            /* We don't even try to optimize the other cases.*/
            gSeek = GWriteFlush(file);
            if (gSeek >= 0) gSeek = -2; /* OK so far */
        }
    }
    if (gSeek == -2)
        gSeek = Seek(file, position, mode);
    return( gSeek );
}

#else /* not GIO_ACTIVE */

void GIODummy() {} /* to keep the compiler happy */

#endif GIO_ACTIVE
```

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```
/*
 * GIOCall.c: An example of calling the Generic I/O Speed-up. */
 * 1/23/86
 */
/*
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 */
/*
 * This software is in the public domain.
 */
/*
 * This version for the Commodore-Amiga computer.
 */
/*
 */

main(...) {
    LONG file;
    int success;
    ...
    success = (0 != (file = GOpen(...)));
    /* A TmpRas is a good buffer to use for a variety of short-term uses.*/
    if (success)
        success = PutObject(file, ob, tmpRas.RasPtr, tmpRas.Size);
    success &= (0 <= GCclose(file));
}

/*----- PutObject writes a DVCS object out as a disk file.-----*/
BOOL PutObject(file, ob, buffer, bufsize)
    LONG file; struct Object *ob; BYTE *buffer; LONG bufsize;
    int success = TRUE;

    if (bufsize > 2*BODY_BUFSIZE) {
        /* Give buffer to speed-up writing.*/
        GWriteDeclare(file, buffer+BODY_BUFSIZE, bufsize-BODY_BUFSIZE);
        bufsize = BODY_BUFSIZE; /* Used by PutObject for other purposes.*/
    }
    ...
    /* Use GWrite and GSeek instead of Write and Seek.*/
    success &= (0 <= GWrite(file, address, length));
    ...
    success &= (0 <= GWriteUndeclare(file));
    /* Release the speed-up buffer.*/
    /* This is not necessary if GCclose is used to close the file,
     * but it can't hurt.*/
    return( (BOOL)success );
}
```

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```
/*
 * IFFR.C Support routines for reading IFF-85 files.      1/23/86
 * (IFF is Interchange Format File.)
 *
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 *
 * Uses "gio". Either link with gio.c, or set the GIO_ACTIVE flag to 0
 * in gio.h.
 */
#include "iff/gio.h"
#include "iff/iff.h"

/* ----- Private subroutine FileLength() -----*/
/* Returns the length of the file or else a negative IFFP error code
 * (NO_FILE or DOS_ERROR). AmigaDOS-specific implementation.
 * SIDE EFFECT: Thanks to AmigaDOS, we have to change the file's position
 * to find its length.
 * Now if Amiga DOS maintained fh_End, we'd just do this:
 *     fileLength = (FileHandle *)BADDR(file)->fh_End; */
LONG FileLength(file) BPTR file; {
    LONG fileLength = NO_FILE;

    if (file > 0) {
        GSeek(file, 0, OFFSET_END); /* Seek to end of file.*/
        fileLength = GSeek(file, 0, OFFSET_CURRENT);
        /* Returns position BEFORE the seek, which is #bytes in file. */
        if (fileLength < 0)
            fileLength = DOS_ERROR; /* DOS being absurd.*/
    }

    return(fileLength);
}

/* ----- Read -----*/
/* ----- OpenRIFF -----*/
IFFP OpenRIFF(file0, new0, clientFrame)
    BPTR file0; GroupContext *new0; ClientFrame *clientFrame; {
register BPTR file = file0;
register GroupContext *new = new0;
IFFP iffp = IFF_OKAY;

    new->parent = NULL; /* "whole file" has no parent.*/
    new->clientFrame = clientFrame;
    new->file = file;
    new->position = 0;
    new->ckHdr.ckID = new->subtype = NULL_CHUNK;
    new->ckHdr.ckSize = new->bytesSoFar = 0;

    /* Set new->bound and go to the file's beginning. */
    new->bound = FileLength(file);
    if (new->bound < 0)
        iffp = new->bound; /* File system error! */
    else if (new->bound < sizeof(ChunkHeader))
        iffp = NOT_IFF; /* Too small for an IFF file. */
    else
        GSeek(file, 0, OFFSET_BEGINNING); /* Go to file start. */

    return(iffp);
}

/* ----- OpenRGroup -----*/
IFFP OpenRGroup(parent0, new0) GroupContext *parent0, *new0; {
register GroupContext *parent = parent0;
register GroupContext *new = new0;
IFFP iffp = IFF_OKAY;
```

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```
new->parent = parent;
new->clientFrame = parent->clientFrame;
new->file = parent->file;
new->position = parent->position;
new->bound = parent->position + ChunkMoreBytes(parent);
new->ckHdr.ckID = new->subtype = NULL_CHUNK;
new->ckHdr.ckSize = new->bytesSoFar = 0;

if (new->bound > parent->bound || IS_ODD(new->bound) )
    iffp = BAD_IFF;
return(iffp);
}

/* ----- CloseRGroup -----*/
IFFP CloseRGroup(context) GroupContext *context; {
register LONG position;

if (context->parent == NULL) {
    } /* Context for whole file.*/
else {
    position = context->position;
    context->parent->bytesSoFar += position - context->parent->position;
    context->parent->position = position;
}
return(IFF_OKAY);
}

/* ----- SkipFwd -----*/
/* Skip over bytes in a context. Won't go backwards.*/
/* Updates context->position but not context->bytesSoFar.*/
/* This implementation is AmigaDOS specific.*/
IFFP SkipFwd(context, bytes) GroupContext *context; LONG bytes; {
IFFP iffp = IFF_OKAY;

if (bytes > 0) {
    if (-1 == GSeek(context->file, bytes, OFFSET_CURRENT))
        iffp = BAD_IFF; /* Ran out of bytes before chunk complete.*/
    else
        context->position += bytes;
}
return(iffp);
}

/* ----- GetChunkHdr -----*/
ID GetChunkHdr(context0) GroupContext *context0; {
register GroupContext *context = context0;
register IFFP iffp;
LONG remaining;

/* Skip remainder of previous chunk & padding. */
ifpp = SkipFwd(context,
    ChunkMoreBytes(context) + IS_ODD(context->ckHdr.ckSize));
CheckIFFP();

/* Set up to read the new header. */
context->ckHdr.ckID = BAD_IFF; /* Until we know it's okay, mark it BAD.*/
context->subtype = NULL_CHUNK;
context->bytesSoFar = 0;

/* Generate a psuedo-chunk if at end-of-context. */
remaining = context->bound - context->position;
if (remaining == 0) {
    context->ckHdr.ckSize = 0;
    context->ckHdr.ckID = END_MARK;
}

/* BAD_IFF if not enough bytes in the context for a ChunkHeader.*/
else if (sizeof(ChunkHeader) > remaining) {
```

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```
context->ckHdr.ckSize = remaining;
}

/* Read the chunk header (finally). */
else {
    switch (
        GRead(context->file, (BYTE *)&context->ckHdr, sizeof(ChunkHeader))
    ) {
        case -1: return(context->ckHdr.ckID = DOS_ERROR);
        case 0:  return(context->ckHdr.ckID = BAD_IFF);
    }

    /* Check: Top level chunk must be LIST or FORM or CAT. */
    if (context->parent == NULL)
        switch(context->ckHdr.ckID) {
            case FORM: case LIST: case CAT: break;
            default:   return(context->ckHdr.ckID = NOT_IFF);
        }

    /* Update the context. */
    context->position += sizeof(ChunkHeader);
    remaining      -= sizeof(ChunkHeader);

    /* Non-positive ID values are illegal and used for error codes.*/
    /* We could check for other illegal IDs...*/
    if (context->ckHdr.ckID <= 0)
        context->ckHdr.ckID = BAD_IFF;

    /* Check: ckSize negative or larger than # bytes left in context? */
    else if (context->ckHdr.ckSize < 0 ||
              context->ckHdr.ckSize > remaining) {
        context->ckHdr.ckSize = remaining;
        context->ckHdr.ckID   = BAD_IFF;
    }

    /* Automatically read the LIST, FORM, PROP, or CAT subtype ID */
    else switch (context->ckHdr.ckID) {
        case LIST: case FORM: case PROP: case CAT: {
            iffp = IFFReadBytes(context,
                (BYTE *)&context->subtype,
                sizeof(ID));
            if (iffp != IFF_OKAY)
                context->ckHdr.ckID = iffp;
            break;
        }
    }

    return(context->ckHdr.ckID);
}

/* ----- IFFReadBytes -----*/
IFFP IFFReadBytes(context, buffer, nBytes)
GroupContext *context; BYTE *buffer; LONG nBytes;
register IFFP iffp = IFF_OKAY;

if (nBytes < 0)
    iffp = CLIENT_ERROR;
else if (nBytes > ChunkMoreBytes(context))
    iffp = SHORT_CHUNK;
else if (nBytes > 0)
    switch ( GRead(context->file, buffer, nBytes) ) {
        case -1: {iffp = DOS_ERROR; break; }
        case 0: {iffp = BAD_IFF; break; }
        default: {
            context->position += nBytes;
            context->bytesSoFar += nBytes;
        }
    }
}
```

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```
return(iffp);
}

/* ----- SkipGroup -----*/
IFFP SkipGroup(GroupContext *context, {
} /* Nothing to do, thanks to GetChunkHdr */

/* ----- ReadIFF -----*/
IFFP ReadIFF(file, clientFrame) BPTR file; ClientFrame *clientFrame;
/*CompilerBug register*/ IFFP iffp;
GroupContext context;

iffp = OpenRIFF(file, &context);
context.clientFrame = clientFrame;

if (iffp == IFF_OKAY)
    switch (iffp = GetChunkHdr(&context)) {
        case FORM: { iffp = (*clientFrame->getForm)(&context); break; }
        case LIST: { iffp = (*clientFrame->getList)(&context); break; }
        case CAT : { iffp = (*clientFrame->getCat )(&context); break; }
        /* default: Includes IFF_DONE, BAD_IFF, NOT_IFF... */
    }

CloseRGroup(&context);

if (iffp > 0)           /* Make sure we don't return an ID. */
    iffp = NOT_IFF;       /* GetChunkHdr should've caught this. */
return(iffp);

/* ----- ReadIList -----*/
IFFP ReadIList(parent, clientFrame)
GroupContext *parent; ClientFrame *clientFrame;
GroupContext listContext;
IFFP iffp;
BOOL propOk = TRUE;

iffp = OpenRGroup(parent, &listContext);
CheckIFFP();

/* One special case test lets us handle CATs as well as LISTS.*/
if (parent->ckHdr.ckID == CAT)
    propOk = FALSE;
else
    listContext.clientFrame = clientFrame;

do {
    switch (iffp = GetChunkHdr(&listContext)) {
        case PROP: {
            if (propOk)
                iffp = (*clientFrame->getProp)(&listContext);
            else
                iffp = BAD_IFF;
            break;
        }
        case FORM: { iffp = (*clientFrame->getForm)(&listContext); break; }
        case LIST: { iffp = (*clientFrame->getList)(&listContext); break; }
        case CAT : { iffp = (*clientFrame->getCat )(&listContext); break; }
        /* default: Includes END_MARK, IFF_DONE, BAD_IFF, NOT_IFF... */
    }

    if (listContext.ckHdr.ckID != PROP)
        propOk = FALSE; /* No PROPs allowed after this point. */
    } while (iffp == IFF_OKAY);

CloseRGroup(&listContext);

if (iffp > 0)           /* Only chunk types above are allowed in a LIST/CAT.*/
    iffp = BAD_IFF;
return(iffp == END_MARK ? IFF_OKAY : iffp);
```

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```
}

/* ----- ReadICat -----*/
/* By special arrangement with the ReadIList implement'n, this is trivial.*/
IFFP ReadICat(parent) GroupContext *parent; {
    return( ReadIList(parent, NULL) );
}

/* ----- GetFChunkHdr -----*/
ID GetFChunkHdr(context) GroupContext *context; {
register ID id;

id = GetChunkHdr(context);
if (id == PROP)
    context->ckHdr.ckID = id = BAD_IFF;
return(id);
}

/* ----- GetFlChunkHdr -----*/
ID GetFlChunkHdr(context) GroupContext *context; {
register ID id;
register ClientFrame *clientFrame = context->clientFrame;

switch (id = GetChunkHdr(context)) {
    case PROP: { id = BAD_IFF; break; }
    case FORM: { id = (*clientFrame->getForm)(context); break; }
    case LIST: { id = (*clientFrame->getList)(context); break; }
    case CAT : { id = (*clientFrame->getCat )(context); break; }
    /* Default: let the caller handle other chunks */
}
return(context->ckHdr.ckID = id);

}

/* ----- GetPChunkHdr -----*/
ID GetPChunkHdr(context) GroupContext *context; {
register ID id;

id = GetChunkHdr(context);
switch (id) {
    case LIST: case FORM: case PROP: case CAT: {
        id = context->ckHdr.ckID = BAD_IFF;
        break;
    }
}
return(id);
}

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```

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```
/*
 * IFFW.C Support routines for writing IFF-85 files. 1/23/86
 * (IFF is Interchange Format File.)
 *
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */

#include "iff/iff.h"
#include "iff/gio.h"

/* ----- IFF Writer -----*/

/* A macro to test if a chunk size is definite, i.e. not szNotYetKnown.*/
#define Known(size) ( (size) != szNotYetKnown )

/* Yet another weird macro to make the source code simpler...*/
#define IfIffp(expr) {if (iffp == IFF_OKAY) iffp = (expr);}

/* ----- OpenWIFF -----*/
IFFP OpenWIFF(file, new0, limit) BPTR file; GroupContext *new0; LONG limit;
register GroupContext *new = new0;
register IFFP iffp = IFF_OKAY;

new->parent = NULL;
new->clientFrame = NULL;
new->file = file;
new->position = 0;
new->bound = limit;
new->ckHdr.ckID = NULL_CHUNK; /* indicates no current chunk */
new->ckHdr.ckSize = new->bytesSoFar = 0;

if (0 > Seek(file, 0, OFFSET_BEGINNING)) /* Go to start of the file.*/
    iffp = DOS_ERROR;
else if ( Known(limit) && IS_ODD(limit) )
    iffp = CLIENT_ERROR;
return(iffp);

/* ----- StartWGroup -----*/
IFFP StartWGroup(parent, groupType, groupSize, subtype, new)
    GroupContext *parent, *new; ID groupType, subtype; LONG groupSize;
register IFFP iffp;

iffp = PutCkHdr(parent, groupType, groupSize);
if (iffp( IFFWriteBytes(parent, (BYTE *)&subtype, sizeof(ID)) ))
    iffp( OpenWGroup(parent, new) );
return(iffp);

/* ----- OpenWGroup -----*/
IFFP OpenWGroup(parent0, new0) GroupContext *parent0, *new0;
register GroupContext *parent = parent0;
register GroupContext *new = new0;
register LONG ckEnd;
register IFFP iffp = IFF_OKAY;

new->parent = parent;
new->clientFrame = parent->clientFrame;
new->file = parent->file;
new->position = parent->position;
new->bound = parent->bound;
new->ckHdr.ckID = NULL_CHUNK;
new->ckHdr.ckSize = new->bytesSoFar = 0;

if ( Known(parent->ckHdr.ckSize) ) {
    ckEnd = new->position + ChunkMoreBytes(parent);
}
```

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```
if ( new->bound == szNotYetKnown || new->bound > ckEnd )
    new->bound = ckEnd;
};

if ( parent->ckHdr.ckID == NULL_CHUNK || /* not currently writing a chunk*/
    IS_ODD(new->position) ||
    (Known(new->bound) && IS_ODD(new->bound)) )
    iffP = CLIENT_ERROR;
return(iffP);
}

/* ----- CloseWGroup ----- */
IFFP CloseWGroup(GroupContext *old0) {
register GroupContext *old = old0;
IFFP iffP = IFF_OKAY;

if ( old->ckHdr.ckID != NULL_CHUNK ) /* didn't close the last chunk */
    iffP = CLIENT_ERROR;
else if ( old->parent == NULL ) { /* top level file context */
    if ( GWriteFlush(old->file) < 0 ) iffP = DOS_ERROR;
}
else {
    /* update parent context */
    old->parent->bytesSoFar += old->position - old->parent->position;
    old->parent->position = old->position;
}
return(iffP);
}

/* ----- EndWGroup ----- */
IFFP EndWGroup(GroupContext *old) {
register GroupContext *parent = old->parent;
register IFFP iffP;

iffP = CloseWGroup(old);
IfIffP( PutCkEnd(parent) );
return(iffP);
}

/* ----- PutCk ----- */
IFFP PutCk(GroupContext *context, ID ckID, ckSize, data) {
    GroupContext *context; ID ckID; LONG ckSize; BYTE *data;
register IFFP iffP = IFF_OKAY;

if ( ckSize == szNotYetKnown )
    iffP = CLIENT_ERROR;
IfIffP( PutCkHdr(context, ckID, ckSize) );
IfIffP( IFFWriteBytes(context, data, cksize) );
IfIffP( PutCkEnd(context) );
return(iffP);
}

/* ----- PutCkHdr ----- */
IFFP PutCkHdr(GroupContext *context0, ckID, ckSize) {
    GroupContext *context0; ID ckID; LONG ckSize;
register GroupContext *context = context0;
LONG minPSIZE = sizeof(ChunkHeader); /* physical chunk >= minPSIZE bytes*/

/* CLIENT_ERROR if we're already inside a chunk or asked to write
 * other than one FORM, LIST, or CAT at the top level of a file */
/* Also, non-positive ID values are illegal and used for error codes.*/
/* (We could check for other illegal IDs...) */
if ( context->ckHdr.ckID != NULL_CHUNK || ckID <= 0 )
    return(CLIENT_ERROR);
else if ( context->parent == NULL ) {
    switch (ckID) {
        case FORM: case LIST: case CAT: break;
        default: return(CLIENT_ERROR);
    }
    if (context->position != 0)

```

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```
        return(CLIENT_ERROR);
    }

    if ( Known(ckSize) ) {
        if ( ckSize < 0 )
            return(CLIENT_ERROR);
        minPSIZE += ckSize;
    }
    if ( Known(context->bound) &&
        context->position + minPSIZE > context->bound )
        return(CLIENT_ERROR);

    context->ckHdr.ckID = ckID;
    context->ckHdr.ckSize = ckSize;
    context->bytesSoFar = 0;
    if ( 0 > GWrite(context->file, (BYTE *)&context->ckHdr, sizeof(ChunkHeader))
        )
        return(DOS_ERROR);
    context->position += sizeof(ChunkHeader);
    return(IFF_OKAY);
}

/* ----- IFFWriteBytes ----- */
IFFP IFFWriteBytes(GroupContext *context0, BYTE *data, LONG nBytes) {
register GroupContext *context = context0;

if ( context->ckHdr.ckID == NULL_CHUNK || /* not in a chunk */
    nBytes < 0 || /* negative nBytes */
    (Known(context->bound) && /* overflow context */
     context->position + nBytes > context->bound) ||
    (Known(context->ckHdr.ckSize) && /* overflow chunk */
     context->bytesSoFar + nBytes > context->ckHdr.ckSize) )
    return(CLIENT_ERROR);

if ( 0 > GWrite(context->file, data, nBytes))
    return(DOS_ERROR);

context->bytesSoFar += nBytes;
context->position += nBytes;
return(IFF_OKAY);
}

/* ----- PutCkEnd ----- */
IFFP PutCkEnd(GroupContext *context0) {
register GroupContext *context = context0;
WORD zero = 0; /* padding source */

if ( context->ckHdr.ckID == NULL_CHUNK ) /* not in a chunk */
    return(CLIENT_ERROR);

if ( context->ckHdr.ckSize == szNotYetKnown ) {
    /* go back and set the chunk size to bytesSoFar */
    if ( 0 > GSeek(context->file, -(context->bytesSoFar + sizeof(LONG)), OFFSET_CURRENT)
        )
        GWrite(context->file, (BYTE *)&context->bytesSoFar, sizeof(LONG)) ||
        0 > GSeek(context->file, context->bytesSoFar, OFFSET_CURRENT) )
        return(DOS_ERROR);
}
else { /* make sure the client wrote as many bytes as planned */
    if ( context->ckHdr.ckSize != context->bytesSoFar )
        return(CLIENT_ERROR);
}

/* Write a pad byte if needed to bring us up to an even boundary.
 * Since the context end must be even, and since we haven't

```

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```
* overwritten the context, if we're on an odd position there must
* be room for a pad byte. */
if ( IS_ODD(context->bytesSoFar) ) {
    if ( 0 > GWrite(context->file, (BYTE *)&zero, 1) )
        return(DOS_ERROR);
    context->position += 1;
};

context->ckHdr.ckID = NULL_CHUNK;
context->ckHdr.ckSize = context->bytesSoFar = 0;
return(IFF_OKAY);
}
```

Nov 10 17:18 1988 IFF_source/ilbmr.c Page 1

```
/*
 * ILBMR.C Support routines for reading ILBM files.           11/27/85
 * (IFF is Interchange Format File.)
 *
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */
#include "iff/packer.h"
#include "iff/ilbm.h"

/* ----- GetCMAP ----- */
/* pNColorRegs is passed in as a pointer to the number of ColorRegisters
 * caller has space to hold. GetCMAP sets to the number actually read.*/
IFFP GetCMAP(ilbmContext, colorMap, pNColorRegs)
    GroupContext *ilbmContext; WORD *colorMap; UBYTE *pNColorRegs;
{
    register int nColorRegs;
    register IFFP iffpp;
    ColorRegister colorReg;

    nColorRegs = ilbmContext->ckHdr.ckSize / sizeof(ColorRegister);
    if (*pNColorRegs < nColorRegs) nColorRegs = *pNColorRegs;
    *pNColorRegs = nColorRegs; /* Set to the number actually there.*/

    for ( ; nColorRegs > 0; --nColorRegs) {
        iffpp = IFFReadBytes(ilbmContext, (BYTE *)&colorReg, sizeof(ColorRegister));
        CheckIFFP();
        *colorMap++ = ( ( colorReg.red >> 4 ) << 8 )
                      | ( ( colorReg.green >> 4 ) << 4 )
                      | ( ( colorReg.blue >> 4 ) );
    }
    return(IFF_OKAY);
}

/* ----- GetBODY ----- */
/* NOTE: This implementation could be a LOT faster if it used more of the
 * supplied buffer. It would make far fewer calls to IFFReadBytes (and
 * therefore to DOS Read) and to movmem. */
IFFP GetBODY(context, bitmap, mask, bmHdr, buffer, bufsize)
    GroupContext *context; struct BitMap *bitmap; BYTE *mask;
    BitMapHeader *bmHdr; BYTE *buffer; LONG bufsize;
{
    register IFFP iffpp;
    UBYTE srcPlaneCnt = bmHdr->nPlanes; /* Haven't counted for mask plane yet*/
    WORD srcRowBytes = RowBytes(bmHdr->w);
    LONG bufRowBytes = MaxPackedSize(srcRowBytes);
    int nRows = bmHdr->h;
    Compression compression = bmHdr->compression;
    register int iPlane, iRow, nEmpty;
    register WORD nFilled;
    BYTE *buf, *nullDest, *nullBuf, **pDest;
    BYTE *planes[MaxSrcPlanes]; /* array of ptrs to planes & mask */

    if (compression > cmpByteRun1)
        return(CLIENT_ERROR);

    /* Complain if client asked for a conversion GetBODY doesn't handle.*/
    if ( srcRowBytes != bitmap->BytesPerRow || 
        bufsize < bufRowBytes * 2 || 
        srcPlaneCnt > MaxSrcPlanes )
        return(CLIENT_ERROR);

    if (nRows > bitmap->Rows)
        nRows = bitmap->Rows;

    /* Initialize array "planes" with bitmap ptrs; NULL in empty slots.*/
}
```

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```
for (iPlane = 0; iPlane < bitmap->Depth; iPlane++)
    planes[iPlane] = (BYTE *)bitmap->Planes[iPlane];
for ( ; iPlane < MaxSrcPlanes; iPlane++)
    planes[iPlane] = NULL;

/* Copy any mask plane ptr into corresponding "planes" slot.*/
if (bmHdr->masking == mskHasMask) {
    if (mask != NULL)
        planes[srcPlaneCnt] = mask; /* If there are more srcPlanes than
                                     * dstPlanes, there will be NULL plane-pointers before this.*/
    else
        planes[srcPlaneCnt] = NULL; /* In case more dstPlanes than src.*/
    srcPlaneCnt += 1; /* Include mask plane in count.*/
}

/* Setup a sink for dummy destination of rows from unwanted planes.*/
nullDest = buffer;
buffer += srcRowBytes;
bufsize -= srcRowBytes;

/* Read the BODY contents into client's bitmap.
 * De-interleave planes and decompress rows.
 * MODIFIES: Last iteration modifies bufsize.*/
buf = buffer + bufsize; /* Buffer is currently empty.*/
for (iRow = nRows; iRow > 0; iRow--) {
    for (iPlane = 0; iPlane < srcPlaneCnt; iPlane++) {
        pDest = &planes[iPlane];

        /* Establish a sink for any unwanted plane.*/
        if (*pDest == NULL) {
            nullBuf = nullDest;
            pDest = &nullBuf;
        }

        /* Read in at least enough bytes to uncompress next row.*/
        nEmpty = buf - buffer; /* size of empty part of buffer.*/
        nFilled = bufsize - nEmpty; /* this part has data.*/
        if (nFilled < bufRowBytes) {
            /* Need to read more.*/
            /* Move the existing data to the front of the buffer.*/
            /* Now covers range buffer[0]..buffer[nFilled-1].*/
            movmem(buf, buffer, nFilled); /* Could be moving 0 bytes.*/
            if (nEmpty > ChunkMoreBytes(context)) {
                /* There aren't enough bytes left to fill the buffer.*/
                nEmpty = ChunkMoreBytes(context);
                bufsize = nFilled + nEmpty; /* heh-heh */
            }
            /* Append new data to the existing data.*/
            ifpp = IFFReadBytes(context, &buffer[nFilled], nEmpty);
            CheckIFFP();

            buf = buffer;
            nFilled = bufsize;
            nEmpty = 0;
        }

        /* Copy uncompressed row to destination plane.*/
        if (compression == cmpNone) {
            if (nFilled < srcRowBytes) return(BAD_FORM);
            movmem(buf, *pDest, srcRowBytes);
            buf += srcRowBytes;
            *pDest += srcRowBytes;
        }
        else
            /* Decompress row to destination plane.*/
    }
}
```

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```
if ( UnPackRow(&buf, pDest, nFilled, srcRowBytes) )
    /* pSource, pDest, srcBytes, dstBytes */
    return(BAD_FORM);
}

return(IFF_OKAY);
}
```

Nov 10 17:18 1988 IFF_source/ilbmw.c Page 1

```
/*
 * ILBMW.C Support routines for writing ILBM files.           1/23/86
 * (IFF is Interchange Format File.)
 *
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * This version for the Commodore-Amiga computer.
 */
#include "iff/packer.h"
#include "iff/ilbm.h"

/*----- InitBMHdR -----*/
IFFP InitBMHdR(bmHdR0, bitmap, masking, compression, transparentColor,
    pageWidth, pageHeight)
    BitMapHeader *bmHdR0; struct BitMap *bitmap;
    WORD masking; /* Masking */
    WORD compression; /* Compression */
    WORD transparentColor; /* UWORLD */
    WORD pageWidth, pageHeight;
{
    register BitMapHeader *bmHdR = bmHdR0;
    register WORD rowBytes = bitmap->BytesPerRow;

    bmHdR->w = rowBytes << 3;
    bmHdR->h = bitmap->Rows;
    bmHdR->x = bmHdR->y = 0; /* Default position is (0,0).*/
    bmHdR->nPlanes = bitmap->Depth;
    bmHdR->masking = masking;
    bmHdR->compression = compression;
    bmHdR->padl = 0;
    bmHdR->transparentColor = transparentColor;
    bmHdR->xAspect = bmHdR->yAspect = 1;
    bmHdR->pageWidth = pageWidth;
    bmHdR->pageHeight = pageHeight;

    if (pageWidth = 320)
        switch (pageHeight) {
            case 200: {bmHdR->xAspect = x320x200Aspect;
                        bmHdR->yAspect = y320x200Aspect; break;}
            case 400: {bmHdR->xAspect = x320x400Aspect;
                        bmHdR->yAspect = y320x400Aspect; break;}
        }
    else if (pageWidth = 640)
        switch (pageHeight) {
            case 200: {bmHdR->xAspect = x640x200Aspect;
                        bmHdR->yAspect = y640x200Aspect; break;}
            case 400: {bmHdR->xAspect = x640x400Aspect;
                        bmHdR->yAspect = y640x400Aspect; break;}
        }

    return( IS_ODD(rowBytes) ? CLIENT_ERROR : IFF_OKAY );
}

/*----- PutCMAP -----*/
IFFP PutCMAP(context, colorMap, depth)
    GroupContext *context; WORD *colorMap; UBYTE depth;
{
    register LONG nColorRegs;
    IFFP iffP;
    ColorRegister colorReg;

    if (depth > MaxAmDepth) depth = MaxAmDepth;
    nColorRegs = 1 << depth;
    iffP = PutCkHdR(context, ID_CMAP, nColorRegs * sizeof(ColorRegister));
    CheckIFFP();
    for ( ; nColorRegs; --nColorRegs) {


```

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```

        colorReg.red = ( *colorMap >> 4 ) & 0xf0;
        colorReg.green = ( *colorMap ) & 0xf0;
        colorReg.blue = ( *colorMap << 4 ) & 0xf0;
        iffP = IFFWriteBytes(context, (BYTE *)&colorReg, sizeof(ColorRegister));
        CheckIFFP();
        ++colorMap;
    }

    iffP = PutCkEnd(context);
    return(iffP);
}

/*----- PUTBODY -----*/
/* NOTE: This implementation could be a LOT faster if it used more of the
 * supplied buffer. It would make far fewer calls to IFFWriteBytes (and
 * therefore to DOS Write). */
IFFP PutBODY(context, bitmap, mask, bmHdR, buffer, bufsize)
    GroupContext *context; struct BitMap *bitmap; BYTE *mask;
    BitMapHeader *bmHdR; BYTE *buffer; LONG bufsize;
{
    IFFP iffP;
    LONG rowBytes = bitmap->BytesPerRow;
    int dstDepth = bmHdR->nPlanes;
    Compression compression = bmHdR->compression;
    int planeCnt; /* number of bit planes including mask */
    register int iPlane, iRow;
    register LONG packedRowBytes;
    BYTE *buf;
    BYTE *planes[MaxAmDepth + 1]; /* array of ptrs to planes & mask */

    if (bufsize < MaxPackedSize(rowBytes) || /* Must buffer a comprsd row*/
        compression > cmpByteRunl || /* bad arg */
        bitmap->Rows != bmHdR->h || /* inconsistent */
        rowBytes != RowBytes(bmHdR->w) || /* inconsistent */
        bitmap->Depth < dstDepth || /* inconsistent */
        dstDepth > MaxAmDepth ) /* too many for this routine*/
        return(CLIENT_ERROR);

    planeCnt = dstDepth + (mask == NULL ? 0 : 1);

    /* Copy the ptrs to bit & mask planes into local array "planes" */
    for (iPlane = 0; iPlane < dstDepth; iPlane++)
        planes[iPlane] = (BYTE *)bitmap->Planes[iPlane];
    if (mask != NULL)
        planes[dstDepth] = mask;

    /* Write out a BODY chunk header */
    iffP = PutCkHdR(context, ID_BODY, szNotYetKnown);
    CheckIFFP();

    /* Write out the BODY contents */
    for (iRow = bmHdR->h; iRow > 0; iRow--) {
        for (iPlane = 0; iPlane < planeCnt; iPlane++) {

            /* Write next row.*/
            if (compression == cmpNone) {
                iffP = IFFWriteBytes(context, planes[iPlane], rowBytes);
                planes[iPlane] += rowBytes;
            }

            /* Compress and write next row.*/
            else {
                buf = buffer;
                packedRowBytes = PackRow(&planes[iPlane], &buf, rowBytes);
                iffP = IFFWriteBytes(context, buffer, packedRowBytes);
            }
        }
        CheckIFFP();
    }
}


```

```

        }

/* Finish the chunk */
iffp = PutCkEnd(context);
return(iffp);
}

```

```

/*
 * packer.c Convert data to "cmpByteRunl" run compression. 11/15/85
 *
 * By Jerry Morrison and Steve Shaw, Electronic Arts.
 * This software is in the public domain.
 *
 * control bytes:
 *      [0..127] : followed by n+l bytes of data.
 *      [-1..-127] : followed by byte to be repeated (-n)+l times.
 *      -128 : NOOP.
 *
 * This version for the Commodore-Amiga computer.
 */
#include "iff/packer.h"

#define DUMP    0
#define RUN     1

#define MinRun 3
#define MaxRun 128
#define MaxDat 128

LONG putSize;
#define GetByte()          (*source++)
#define PutByte(c)          { *dest++ = (c);   ++putSize; }

char buf[256]; /* [TBD] should be 128? on stack? */

BYTE *PutDump(dest, nn) BYTE *dest; int nn;
{
    int i;

    PutByte(nn-1);
    for(i = 0; i < nn; i++) PutByte(buf[i]);
    return(dest);
}

BYTE *PutRun(dest, nn, cc) BYTE *dest; int nn, cc;
{
    PutByte(-(nn-1));
    PutByte(cc);
    return(dest);
}

#define OutDump(nn) dest = PutDump(dest, nn)
#define OutRun(nn,cc) dest = PutRun(dest, nn, cc)

/*
 * Given POINTERS TO POINTERS, packs one row, updating the source and
 * destination pointers. RETURNS count of packed bytes.*/
LONG PackRow(pSource, pDest, rowSize)
BYTE **pSource, **pDest; LONG rowSize;
BYTE *source, *dest;
char c, lastc = '\0';
BOOL mode = DUMP;
short nbuf = 0; /* number of chars in buffer */
short restart = 0; /* buffer index current run starts */

source = *pSource;
dest = *pDest;
putSize = 0;
buf[0] = lastc = c = GetByte(); /* so have valid lastc */
nbuf = 1; rowSize--; /* since one byte eaten.*/

for (; rowSize; --rowSize) {
    buf[nbuf++] = c = GetByte();
    switch (mode) {
        case DUMP:
            /* If the buffer is full, write the length byte,
             * then the data */
    }
}

```

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```
if (nbuf>MaxDat) {
    OutDump(nbuf-1);
    buf[0] = c;
    nbuf = 1; rstart = 0;
    break;
}

if (c == lastc) {
    if (nbuf-rstart >= MinRun) {
        if (rstart > 0) OutDump(rstart);
        mode = RUN;
    }
    else if (rstart == 0)
        mode = RUN; /* no dump in progress,
                      so can't lose by making these 2 a run.*/
    }
    else rstart = nbuf-1; /* first of run */
    break;

case RUN: if ( (c != lastc)|| ( nbuf-rstart > MaxRun)) {
/* output run */
    OutRun(nbuf-1-rstart,lastc);
    buf[0] = c;
    nbuf = 1; rstart = 0;
    mode = DUMP;
}
break;

lastc = c;
}

switch (mode) {
    case DUMP: OutDump(nbuf); break;
    case RUN: OutRun(nbuf-rstart,lastc); break;
}

*pSource = source;
*pDest = dest;
return(putSize);
}
```

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```
/** putpict.c ****
** PutPict(). Given a BitMap and a color map in RAM on the
** Amiga, outputs as an ILBM. See /iff/ilbm.h & /iff/ilbmw.c.
** 23-Jan-86
*/
/*
** By Jerry Morrison and Steve Shaw, Electronic Arts.
** This software is in the public domain.
*/
/*
** This version for the Commodore-Amiga computer.
*/
/** ****
#include "iff/intuall.h"
#include "iff/gio.h"
#include "iff/ilbm.h"
#include "iff/putpict.h"

#define MaxDepth 5
static IFFP ifferror = 0;

#define CkErr(expression) {if (ifferror == IFF_OKAY) ifferror = (expression);}

/** ****
/* IffErr
*/
/*
** Returns the iff error code and resets it to zero
*/
/** ****
IFFP IffErr()
{
    IFFP i;
    i = ifferror;
    ifferror = 0;
    return(i);
}

/** ****
/* PutPict()
*/
/*
** Put a picture into an IFF file
** Pass in mask == NULL for no mask.
*/
/*
** Buffer should be big enough for one packed scan line
** Buffer used as temporary storage to speed-up writing.
** A large buffer, say 8KB, is useful for minimizing Write and Seek calls.
** (See /iff/gio.h & /iff/gio.c).
*/
/** ****
BOOL PutPict(file, bm, pageW, pageH, colorMap, buffer, bufsize)
    LONG file; struct BitMap *bm;
    WORD pageW,pageH;
    WORD *colorMap;
    BYTE *buffer; LONG bufsize;
{
    BitMapHeader bmHdr;
    GroupContext fileContext, formContext;

    ifferror = InitBMHdr(&bmHdr,
        bm,
        mskNone,
        cmpByteRunl,
        0,
        pageW,
        pageH );

    /* use buffered write for speedup, if it is big-enough for both
     * PutBODY's buffer and a gio buffer.*/
#define BODY_BUFSIZE 512
    if (ifferror == IFF_OKAY && bufsize > 2*BODY_BUFSIZE) {
        if (GWriteDeclare(file, buffer+BODY_BUFSIZE, bufsize-BODY_BUFSIZE) < 0)
```

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```
ifferror = DOS_ERROR;
bufsize = BODY_BUFSIZE;
}

CkErr(OpenWIFF(file, &fileContext, szNotYetKnown) );
CkErr(StartWGroup(&fileContext, FORM, szNotYetKnown, ID_ILBM, &formContext) );
CkErr(PutCk(&formContext, ID_BMHD, sizeof(BitMapHeader), (BYTE *)&bmHdr));
if (colorMap!=NULL)
    CkErr( PutCMAP(&formContext, colorMap, (UBYTE)bm->Depth) );
    CkErr( PutBODY(&formContext, bm, NULL, &bmHdr, buffer, bufsize) );

CkErr( EndWGroup(&formContext) );
CkErr( CloseWGroup(&fileContext) );
if (GWriteUndeclare(file) < 0 && ifferror == IFF_OKAY)
    ifferror = DOS_ERROR;
return( (BOOL)(ifferror != IFF_OKAY) );
}
```

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```
** ReadPict.c ****
*
* Read an ILBM raster image file.
* By Jerry Morrison, Steve Shaw, and Steve Hayes, Electronic Arts.
* This software is in the public domain.
*
* USE THIS AS AN EXAMPLE PROGRAM FOR AN IFF READER.
*
* The IFF reader portion is essentially a recursive-descent parser.
****

#define LOCAL static

#include "iff/intuall.h"
#include "libraries/dos.h"
#include "libraries/dosextens.h"
#include "iff/ilbm.h"
#include "iff/readpict.h"

/* This example's max number of planes in a bitmap. Could use MaxAmDepth. */
#define EXDepth 5
#define maxColorReg (1<<EXDepth)
#define MIN(a,b) ((a)<(b)?(a):(b))

#define SafeFreeMem(p,q) {if(p)FreeMem(p,q);}

/* Define the size of a temporary buffer used in unscrambling the ILBM rows.*/
#define bufSz 512

/*
----- ILBM reader -----
* ILBMFrame is our "client frame" for reading FORMs ILBM in an IFF file.
* We allocate one of these on the stack for every LIST or FORM encountered
* in the file and use it to hold BMHD & CMAP properties. We also allocate
* an initial one for the whole file.
* We allocate a new GroupContext (and initialize it by OpenRIFF or
* OpenRGGroup) for every group (FORM, CAT, LIST, or PROP) encountered. It's
* just a context for reading (nested) chunks.
*
* If we were to scan the entire example file outlined below:
*   reading      proc(s)          new           new
*   --whole file--  ReadPicture+ReadIFF  GroupContext  ILBMFrame
*   CAT          ReadICat        GroupContext  ILBMFrame
*   LIST         GetLiILBM+ReadList  GroupContext  ILBMFrame
*   PROP ILBM    GetPrILBM      GroupContext  ILBMFrame
*   CMAP         GetCMAP        GroupContext
*   BMHD         GetBMHD        GroupContext
*   FORM ILBM   GetFoILBM     GroupContext  ILBMFrame
*   BODY         GetBODY        GroupContext  ILBMFrame
*   FORM ILBM   GetFoILBM     GroupContext  ILBMFrame
*   BODY         GetBODY        GroupContext
*   FORM ILBM   GetFoILBM     GroupContext  ILBMFrame
*/
*
/* NOTE: For a small version of this program, set Fancy to 0.
* That'll compile a program that reads a single FORM ILBM in a file, which
* is what DeluxePaint produces. It'll skip all LISTs and PROPs in the input
* file. It will, however, look inside a CAT for a FORM ILBM.
* That's suitable for 90% of the uses.
*
* For a fancier version that handles LISTs and PROPS, set Fancy to 1.
* That'll compile a program that dives into a LIST, if present, to read
* the first FORM ILBM. E.g. a DeluxePrint library of images is a LIST of
* FORMs ILBM.
*
* For an even fancier version, set Fancy to 2. That'll compile a program
* that dives into non-ILBM FORMs, if present, looking for a nested FORM ILBM.
* E.g. a DeluxeVideo C.S. animated object file is a FORM ANBM containing a
```

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```
* FORM ILBM for each image frame. */
#define Fancy 0

/* Global access to client-provided pointers.*/
LOCAL Allocator *gAllocator = NULL;
LOCAL struct BitMap *gBM = NULL; /* client's bitmap.*/
LOCAL ILBMFrame *giFrame = NULL; /* "client frame".*/

/** GetFoILBM() *****/
/*
 * Called via ReadPicture to handle every FORM encountered in an IFF file.
 * Reads FORMs ILBM and skips all others.
 * Inside a FORM ILBM, it stops once it reads a BODY. It complains if it
 * finds no BODY or if it has no BMHD to decode the BODY.
 *
 * Once we find a BODY chunk, we'll allocate the BitMap and read the image.
 */

LOCAL BYTE bodyBuffer[bufSz];
IFFP GetFoILBM(parent) GroupContext *parent; {
/*compilerBug register*/ IFFP iffpp;
GroupContext formContext;
ILBMFrame ilbmFrame; /* only used for non-clientFrame fields.*/
register int i;
LONG plsize; /* Plane size in bytes. */
int nPlanes; /* number of planes in our display image */

/* Handle a non-ILBM FORM. */
if (parent->subtype != ID_ILBM) {
#if Fancy >= 2
    /* Open a non-ILBM FORM and recursively scan it for ILBMs.*/
    iffpp = OpenRGroup(parent, &formContext);
    CheckIFFP();
    do {
        iffpp = GetFlChunkHdr(&formContext);
    } while (iffpp >= IFF_OKAY);
    if (iffpp == END_MARK)
        iffpp = IFF_OKAY; /* then continue scanning the file */
    CloseRGroup(&formContext);
    return(iffpp);
#else
    return(IFF_OKAY); /* Just skip this FORM and keep scanning the file.*/
#endif
}

ilbmFrame = *(ILBMFrame *)parent->clientFrame;
iffpp = OpenRGroup(parent, &formContext);
CheckIFFP();

do switch (iffpp = GetFChunkHdr(&formContext)) {
    case ID_BMHD: {
        ilbmFrame.foundBMHD = TRUE;
        iffpp = GetBMHD(&formContext, &ilbmFrame.bmHdr);
        break;
    }
    case ID_CMAP: {
        ilbmFrame.nColorRegs = maxColorReg; /* we have room for this many */
        iffpp = GetCMAP(
            &formContext, (WORD *)&ilbmFrame.colorMap[0], &ilbmFrame.nColorRegs);
        /* was &ilbmFrame.colorMap, (fixed) robp. */
        break;
    }
    case ID_BODY: {
        if (!ilbmFrame.foundBMHD) return(BAD_FORM); /* No BMHD chunk! */
        nPlanes = MIN(ilbmFrame.bmHdr.nPlanes, EXDepth);
        InitBitMap(
            gBM,
            nPlanes,
            ilbmFrame.bmHdr.w,
            ilbmFrame.bmHdr.h);
    }
}
```

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```
plsize = RowBytes(ilbmFrame.bmHdr.w) * ilbmFrame.bmHdr.h;
/* Allocate all planes contiguously. Not really necessary,
 * but it avoids writing code to back-out if only enough memory
 * for some of the planes.
 * WARNING: Don't change this without changing the code that
 * Frees these planes.
*/
if (gBM->Planes[0] =
    (PLANEPTR)(*gAllocator)(nPlanes * plsize))
{
    for (i = 1; i < nPlanes; i++)
        gBM->Planes[i] = (PLANEPTR) gBM->Planes[0] + plsize*i;
    iffpp = GetBODY(
        &formContext,
        gBM,
        NULL,
        &ilbmFrame.bmHdr,
        bodyBuffer,
        bufSz);
    if (iffpp == IFF_OKAY) iffpp = IFF_DONE; /* Eureka */
    *giFrame = ilbmFrame; /* Copy fields to client's frame.*/
}
else
    iffpp = CLIENT_ERROR; /* not enough RAM for the bitmap */
break;
case END_MARK: { iffpp = BAD_FORM; break; } /* No BODY chunk! */
} while (iffpp >= IFF_OKAY); /* loop if valid ID of ignored chunk or a
 * subroutine returned IFF_OKAY (no errors).*/
if (iffpp != IFF_DONE) return(iffpp);

/* If we get this far, there were no errors. */
CloseRGroup(&formContext);
return(iffpp);
}

/** Notes on extending GetFoILBM *****/
/*
 * To read more kinds of chunks, just add clauses to the switch statement.
 * To read more kinds of property chunks (GRAB, CAMG, etc.) add clauses to
 * the switch statement in GetPrILBM, too.
 *
 * To read a FORM type that contains a variable number of data chunks--e.g.
 * a FORM FTXT with any number of CHRS chunks--replace the ID_BODY case with
 * an ID_CHRS case that doesn't set iffpp = IFF_DONE, and make the END_MARK
 * case do whatever cleanup you need.
 */

/** GetPrILBM() *****/
/*
 * Called via ReadPicture to handle every PROP encountered in an IFF file.
 * Reads PROPS ILBM and skips all others.
 */

#if Fancy
IFFP GetPrILBM(parent) GroupContext *parent; {
/*compilerBug register*/ IFFP iffpp;
GroupContext propContext;
ILBMFrame *ilbmFrame = (ILBMFrame *)parent->clientFrame;

if (parent->subtype != ID_ILBM)
    return(IFF_OKAY); /* just continue scanning the file */
iffpp = OpenRGroup(parent, &propContext);
CheckIFFP();

do switch (iffpp = GetPChunkHdr(&propContext)) {
    case ID_BMHD: {
```

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```
ilbmFrame->foundBMHD = TRUE;
iffp = GetBMHD(&propContext, &ilbmFrame->bmHdr);
break;
}
case ID_CMAP: {
    ilbmFrame->nColorRegs = maxColorReg; /* we have room for this many */
    iffp = GetCMAP(
        &propContext, (WORD *)&ilbmFrame->colorMap, &ilbmFrame->nColorRegs);
    break;
}
} while (ifffp >= IFF_OKAY); /* loop if valid ID of ignored chunk or a
                           * subroutine returned IFF_OKAY (no errors).*/
}

CloseRGroup(&propContext);
return(ifffp == END_MARK ? IFF_OKAY : ifffp);
}
#endif

/** GetLiILBM() ****
*
* Called via ReadPicture to handle every LIST encountered in an IFF file.
*
*/
#endif

#if Fancy
IFFP GetLiILBM(GroupContext *parent) {
    ILBMFrame newFrame; /* allocate a new Frame */

    newFrame = *(ILBMFrame *)parent->clientFrame; /* copy parent frame */

    return( ReadILList(parent, (ClientFrame *)&newFrame) );
}
#endif

/** ReadPicture() ****
IFFP Readpicture(file, bm, iFrame, allocator)
LONG file;
struct BitMap *bm;
ILBMFrame *iFrame; /* Top level "client frame".*/
{
    /* **** ERROR IN SOURCE CODE, WAS jFrame, now iFrame */
    /* fixed */

    Allocator *allocator;
    {
        IFFP ifffp = IFF_OKAY;

        if Fancy
            iFrame->clientFrame.getList = GetLiILBM;
            iFrame->clientFrame.getProp = GetPrILBM;
        else
            iFrame->clientFrame.getList = SkipGroup;
            iFrame->clientFrame.getProp = SkipGroup;
    }
    iFrame->clientFrame.getForm = GetFoILBM;
    iFrame->clientFrame.getCat = ReadICat;

    /* Initialize the top-level client frame's property settings to the
     * program-wide defaults. This example just records that we haven't read
     * any BMHD property or CMAP color registers yet. For the color map, that
     * means the default is to leave the machine's color registers alone.
     * If you want to read a property like GRAB, init it here to (0, 0). */
    iFrame->foundBMHD = FALSE;
    iFrame->nColorRegs = 0;

    gAllocator = allocator;
    gBM = bm;
    giFrame = iFrame;
    /* Store a pointer to the client's frame in a global variable so that
     * GetFoILBM can update client's frame when done. Why do we have so
     * many frames & frame pointers floating around causing confusion?
     * Because IFF supports PROPS which apply to all FORMS in a LIST,
```

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```
* unless a given FORM overrides some property.
* When you write code to read several FORMs,
* it is essential to maintain a frame at each level of the syntax
* so that the properties for the LIST don't get overwritten by any
* properties specified by individual FORMs.
* We decided it was best to put that complexity into this one-FORM example,
* so that those who need it later will have a useful starting place.
*/
ifffp = ReadIFF(file, (ClientFrame *)iFrame);
return(ifffp);
}
```

Nov 10 17:18 1988 IFF_source/remalloc.c Page 1

```
/** RemAlloc.c ****
/* ChipAlloc(), ExtAlloc(), RemAlloc(), RemFree(). */
/* ALLOCators which REMEMBER the size allocated, for simpler freeing. */
/*
/* Date Who Changes
*/
/* 16-Jan-86 sss Created from DPaint/DAlloc.c
/* 23-Jan-86 jhm Include Compiler.h, check for size > 0 in RemAlloc.
/* 25-Jan-86 sss Added ChipNoClearAlloc,ExtNoClearAlloc
/*
/* By Jerry Morrison and Steve Shaw, Electronic Arts.
/* This software is in the public domain.
/*
/* This version for the Commodore-Amiga computer.
/*
****

#ifndef COMPILER_H
#include "iff/compiler.h"
#endif

#include "exec/nodes.h"
#include "exec/memory.h"
#include "iff/remalloc.h"

/** RemAlloc ****
UBYTE *RemAlloc(size,flags) LONG size, flags;
{
    register LONG *p = NULL; /* (LONG *) for the sake of p++, below */
    register LONG asize = size+4;
    if (size > 0)
        p = (LONG *)AllocMem(asize,flags);
    if (p != NULL)
        *p++ = asize; /* post-bump p to point at clients area*/
    return((UBYTE *)p);
}

/** ChipAlloc ****
UBYTE *ChipAlloc(size) LONG size;
{
    return(RemAlloc(size, MEMF_CLEAR|MEMF_PUBLIC|MEMF_CHIP));
}

/** ChipNoClearAlloc ****
UBYTE *ChipNoClearAlloc(size) LONG size;
{
    return(RemAlloc(size, MEMF_PUBLIC|MEMF_CHIP));
}

/** ExtAlloc ****
UBYTE *ExtAlloc(size) LONG size;
{
    return(RemAlloc(size, MEMF_CLEAR|MEMF_PUBLIC));
}

/** ExtNoClearAlloc ****
UBYTE *ExtNoClearAlloc(size) LONG size;
{
    return(RemAlloc(size, MEMF_PUBLIC));
}

/** RemFree ****
UBYTE *RemFree(p) UBYTE *p;
{
    if (p != NULL) {
        p -= 4;
        FreeMem(p, *((LONG *)p));
    }
    return(NULL);
}
```

Nov 10 17:18 1988 IFF_source/unpacker.c Page 1

```
/*
* unpacker.c Convert data from "cmpByteRunl" run compression. 11/15/85
*
* By Jerry Morrison and Steve Shaw, Electronic Arts.
* This software is in the public domain.
*
* control bytes:
* [0..127] : followed by n+l bytes of data.
* [-1..-127] : followed by byte to be repeated (-n)+l times.
* -128 : NOOP.
*
* This version for the Commodore-Amiga computer.
*/
#include "iff/packer.h"

/*
----- UnPackRow -----

#define UGetByte() (*source++)
#define UPutByte(c) (*dest++ = (c))

/* Given POINTERS to POINTER variables, unpacks one row, updating the source
 * and destination pointers until it produces dstBytes bytes. */
BOOL UnPackRow(pSource, pDest, srcBytes0, dstBytes0)
    BYTE **pSource, **pDest; WORD srcBytes0, dstBytes0;
    register BYTE *source = *pSource;
    register BYTE *dest = *pDest;
    register WORD n;
    register BYTE c;
    register WORD srcBytes = srcBytes0, dstBytes = dstBytes0;
    BOOL error = TRUE; /* assume error until we make it through the loop */
    WORD minus128 = -128; /* get the compiler to generate a CMP.W */

    while( dstBytes > 0 ) {
        if ( (srcBytes == 1) < 0 ) goto ErrorExit;
        n = UGetByte();

        if (n >= 0) {
            n += 1;
            if ( (srcBytes == n) < 0 ) goto ErrorExit;
            if ( (dstBytes == n) < 0 ) goto ErrorExit;
            do { UPutByte(UGetByte()); } while ( --n > 0 );
        }

        else if (n != minus128) {
            n = -n + 1;
            if ( (srcBytes == 1) < 0 ) goto ErrorExit;
            if ( (dstBytes == n) < 0 ) goto ErrorExit;
            c = UGetByte();
            do { UPutByte(c); } while ( --n > 0 );
        }
    }
    error = FALSE; /* success! */

ErrorExit:
    *pSource = source; *pDest = dest;
    return(error);
}
```

Additional IFF Examples

This section contains source code listings of additional IFF examples provided by Commodore and third parties.

Display	;Displays an ILBM graphic file in an Amiga screen
PGTB	;The include file for use with PGTB
ScreenSave.c	;Save the frontmost Amiga screen to a file
apack.asm	;68000 version of the ILBM run length encoding routines
cycvb.c	;Color cycling interrupt example

Note:

Source code examples for ANIM are available on the Byte Information Exchange (BIX) in amiga.dev/listings and on other bulletin boards, along with the modified IFF includes and modules required to compile and link the ANIM examples. Also, the Software Distillery has provided a PGTB viewer and catcher with source which should be available shortly.

Nov 10 17:19 1988 additional_examples/Display/Display.c Page 1

```
/*
 * Display v1.06 - 11/88 Carolyn Scheppner CBM
 *
 * Read an ILBM file and display as a screen/window until closed.
 * Simulated close gadget in upper left corner of window.
 * Clicking below title bar area toggles screen bar for dragging.
 * Handles normal and HAM ILBM's
 * Now has options for backscreen, timer, cycling, printing
 *
 * Options:
 *
 *   opt b    means come up behind other screens
 *   c    means cycle colors
 *   p    where P means dump to printer
 *   e    default 6 planes to extra-halfbrite
 *   t=n   where n = display time in seconds (without or after dump)
 *
 * By Carolyn Scheppner CBM 01/15/88
 *
 * Modified 09/02/86 - Only global frame is iFrame
 *   Use message->MouseX and Y
 *   Wait() for IDCMP
 *
 * Modified 10/15/86 - For HAM
 *   Name changed from SeeILBM to ViewILBM
 *   Revised for linkage with myreadpict.c
 *
 * Modified 11/01/86 - For Astartup ... Amiga.lib, LC.lib linkage
 *
 * Modified 11/18/86 - Added color cycling at request of Mimetics
 *
 * Modified 12/12/86 - Tab toggles cycling
 *
 * Modified 01/06/87 - Tab toggles cycling
 *
 * Modified 03/03/87 - Recognizes RNG_NORATE (36) as non-active DP CRNG
 *   Changed name to Display
 *
 * Modified 03/13/87 - Accepts display time in seconds as 2nd CLI arg
 * Modified 01/15/88 - New command line options, now prints
 * Modified 04/20/88 - Mask troublesome flags from Viewmodes
 * Modified 05/06/88 - (vl.04) Add CTRL/D to exit returning failure, e flag
 * Modified 09/27/88 - (vl.05) Use CAMG, CRNG, and CCRT defs in new ilbm.h
 * Modified 11/08/88 - (vl.06) Explicitly mask high word of CAMG
 *
 * Display supports cycling, timed display, printing, and backscreen.
 * See usage lines. Type Display<RET> or double-click Display for help.
 * If the command line opt c or picture tooltype CYCLE=TRUE are used,
 * this viewer will cycle any ILBM that contains cycling chunks
 * (CCRT or CRNG) which are marked as active and do not have a CRNG
 * cycle rate of 36. (To DPaint, rate 36 = don't cycle). Note that
 * by default, DPaint saves its pics with CRNG (cycling) chunks
 * flagged as active and with a rate not equal to 36.
 *
 * Based on ShowILBM.c, readpict.c 1/86
 * By Jerry Morrison, Steve Shaw, and Steve Hayes, Electronic Arts.
 * This software is in the public domain.
 *
 * >>NOTE<<: This example must be linked with additional IFF rtn files.
 *   See linkage information below.
 *
 * The display portion is specific to the Commodore Amiga computer.
 *
 * Linkage Information:
 * (NOTE: All modules including iff stuff compiled with -v on LC2)
 *
 * FROM LIB:AStartup.obj,Display.o,myreadpict.o,dump.o,iffmsgs.o*
 *   iffr.o,ilbm.o,unpacker.o
 * TO Display
 * LIBRARY LIB:Amiga.lib, LIB:LC.lib
 *
 */
#include <exec/types.h>
#include <exec/memory.h>
#include <exec/tasks.h>
#include <libraries/dos.h>
```

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```
#include <libraries/dosextens.h>
#include <workbench/startup.h>
#include <workbench/workbench.h>
#include <intuition/intuition.h>
#include <graphics/gfxbase.h>

#include "iff/ilbm.h"
#include "myreadpict.h"

#ifndef MIN
#define MIN(a,b) ((a)<(b)?(a):(b))
#endif MIN

#define TOUPPER(c) ((c)>='a'&&(c)<='z'?((c)-'a'+'A'):(c))

/* Bits we must mask out of CAMG.Viewmodes */
#define BADFLAGS (SPRITES|VP_HIDE|GENLOCK_AUDIO|GENLOCK_VIDEO)
#define FLAGMASK (~BADFLAGS)
#define CAMGMASK (FLAGMASK & 0x0000FFFF)

/* The screendump routine */
extern int dump();

/* For wbStdio rtns */
extern LONG stdin, stdout, stderr; /* in Astartup.obj */

char conSpec[] = "CON:0/40/640/140/";
BOOL wbHasStdio = NULL;

/* general usage pointers */
struct GfxBase *GfxBase;
struct IntuitionBase *IntuitionBase;
ULONG IconBase = 0;

/* Globals for displaying an image */
struct Screen *screenl;
struct Window *windowl;
struct RastPort *rportl;
struct ViewPort *vportl;

struct BitMap tBitMap; /* Temp BitMap struct for small pics */

/* For WorkBench startup */
extern struct WBStartup *WBenchMsg;
struct FileLock *startLock, *newLock;

/* Other globals */
BOOL FromWB, TBToggle, Done;
BOOL Cycle=FALSE, Print=FALSE, Timer=FALSE, Back=FALSE, EHB=FALSE;

char ul[] = "\nDISPLAY v1.06 C. Scheppner CBM 11/88\n";
char u1c[] = "\nCLI Usage: Display ilbmfile [opt [b][c][e][p] [t=n]]\n";
char u2c[] = " opts: b=backscreen c=cycle e=ehb p=print t=seconds\n";
char u1w[] = "\n WB Usage: Click this icon, SHIFT and DoubleClick on pic\n";
char u2w[] = " ToolTypes: Display TIMER=n,PRINT=TRUE,BACK=TRUE\n";
char u3w[] = " Picture CYCLE=TRUE, EHB=TRUE\n";
char u2u[] = "\nClick toggles bar, Tab toggles cycling, P prints screen\n";
char u3u[] = "Close upper left or CTRL/C, or CTRL/D to break a script\n";

char *cliUsage[] = {ul,u1c,u2c,u2u,u3u,""};
char *wbUsage[] = {ul,u1w,u2w,u3w,u2u,u3u,""};

/* Structures for new Screen, new Window */
struct TextAttr TextFont = {
```

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```
"topaz.font",
TOPAZ_EIGHTY,
FS_NORMAL,
FPF_ROMFONT,
};

struct NewScreen ns = {
    0, 0, /* LeftEdge and TopEdge */
    0, 0, /* Width and Height */
    0, /* Depth */
    1, 0, /* DetailPen and BlockPen */
    NULL, /* Special display modes */
    CUSTOMSCREEN, /* Screen Type */
    &TextFont, /* Use my font */
    " <- Close here after clicking below", /* Title */
    NULL, /* No gadgets yet */
    NULL, /* Ptr to CustomBitmap */
};

struct NewWindow nw = {
    0, 0, /* LeftEdge and TopEdge */
    0, 0, /* Width and Height */
    -1, -1, /* DetailPen and BlockPen */
    MOUSEBUTTONS|VANILLAKEY, /* IDCMP Flags */
    BACKDROP /* Flags */
    |BORDERLESS,
    NULL, NULL, /* Gadget and Image pointers */
    NULL, /* Title string */
    NULL, /* Put Screen ptr here */
    NULL, /* SuperBitMap pointer */
    0, 0, /* MinWidth and MinHeight */
    0, 0, /* MaxWidth and MaxHeight */
    CUSTOMSCREEN, /* Type of window */
};

USHORT allBlack[maxColorReg] = {0};

/* For alloc to define new pointer */
#define PDATASZ 12
UWORD *pdata;

#ifndef MIN
#define MIN(a,b) ((a)<(b)?(a):(b))
#endif MIN

extern char *IFFPMessages[];
ILBMFrame iFrame; /* my global frame */

/* Cycle Task stuff */
#define CYCLETIME 16384L
#define REVERSE 0x02
#define ACTIVE 0x01

extern VOID cycleTask();
char *cyTaskName = "CAS_D1.04cyTask";
struct Task *cyTask;

/* Data shared with cycle/timer Task */
CRANGE *cyCrngs;
struct ViewPort *cyVport;
int cyRegs, cyCnt;
USHORT cyMap[maxColorReg];
LONG cyClocks[maxCycles];
LONG cyRates[maxCycles];
LONG dTimer;
BOOL TimerOn, CycleOn, PrepareToDie;
struct Task *mainTask;
LONG tSigNum = -1, retcode = RETURN_OK;
```

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```
ULONG tSig;

/*
 * main
 */

main(argc, argv)
int argc;
char **argv;
{
    ULONG signals, wSig;
    LONG file;
    IFFP iffpp = NO_FILE;
    struct WBArg *arg;
    char *filename;
    int error;

    FromWb = (argc==0) ? TRUE : FALSE;
    TimerOn = FALSE;

    if((FromWb)&&(WBenchMsg->sm_NumArgs > 1))
    {
        /* Passed filename via Workbench */
        arg = WBenchMsg->sm_ArgList;
        arg++;
        filename = (char *)arg->wa_Name;
        newLock = (struct FileLock *)arg->wa_Lock;
        startLock = (struct FileLock *)CurrentDir(newLock);
        /* Get ToolTypes */
        getWbOpts(WBenchMsg);
    }
    else if((!FromWb)&&(argc>1)&&(*argv[1] != '?'))
    {
        /* Passed filename via command line */
        filename = argv[1];

        if(argc>2)
        {
            if(strEqu(argv[2], "opt")) getCliOpts(argc, argv);
            else cleanexit("Bad args\n", RETURN_FAIL);
        }
    }
    else
    {
        usage();
        cleanexit(" ", RETURN_OK); /* Space forces wait for keypress if WB */
    }

    if(!!(GfxBase = (struct GfxBase *)OpenLibrary("graphics.library", 0)))
        cleanexit("Can't open graphics", RETURN_FAIL);

    if(!!(IntuitionBase =
        (struct IntuitionBase *)OpenLibrary("intuition.library", 0)))
        cleanexit("Can't open intuition", RETURN_FAIL);

    if(!(file = Open(filename, MODE_OLDFILE)))
        cleanexit("Picture file not found", RETURN_WARN);

    iffpp = myReadPicture(file, &iFrame);
    Close(file);

    if (!!(iffpp == IFF_DONE))
        cleanexit("Not an IFF ILBM", RETURN_WARN);

    error = DisplayPic(&iFrame);
    if(error) cleanexit("Can't open screen or window", RETURN_WARN);
```

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```
if(pdata = (UWORD *)AllocMem(PDATALSZ, MEMF_CHIP|MEMF_CLEAR))
{
    pdata[2] = 0x8000; /* 1 pixel */
    SetPointer(window1,pdata,1,16,0,0);
}

/* Set up cycle/timer task */

mainTask = (struct Task *)FindTask(NULL);
if((tSigNum = AllocSignal(-1)) == -1)
    cleanexit("Can't alloc timerSig",RETURN_FAIL);
tSig = 1 << tSigNum;
wsig = 1<<window1->UserPort->mp_SigBit;

initCycle(&iFrame,vport1);
cyTask = (struct Task *)CreateTask(cyTaskName,0,cycleTask,4000);
if(!cyTask) cleanexit("Can't create timing task",RETURN_FAIL);

/* Dump screen if requested before starting timer */
if(Print) dump(screen1);

if(Timer) TimerOn = TRUE;
if(Cycle) CycleOn = TRUE;

TBtoggle = FALSE; /* Title bar toggle */
Done = FALSE; /* Close flag */

while (!Done)
{
    signals = Wait(SIGBREAKF_CTRL_D|SIGBREAKF_CTRL_C|wsig|tSig);
    if(signals & wSig) chkmsg();
    if(signals & tSig) Done = TRUE;
    if(signals & SIGBREAKF_CTRL_C) Done = TRUE;
    if(signals & SIGBREAKF_CTRL_D) Done = TRUE, retcode=RETURN_FAIL;
}
cleanexit("",retcode);
}
```

getCliOpts(argc,argv)

```
int argc;
char **argv;
{
    int k,i;
    UBYTE c;

    for(k=3; k<argc; k++)
    {
        c = argv[k][0] | 0x20;
        switch(c)
        {
            case 't':
                i=0;
                while((argv[k][i])&&(argv[k][i] != '=')) i++;
                dTimer = 60 * atoi(&argv[k][i]);
                Timer = TRUE;
                break;
            default:
                for(i=0; argv[k][i]; i++)
                {
                    c = argv[k][i] | 0x20;
                    switch(c)
                    {
                        case 'b':
                            Back = TRUE;
                            break;
                        case 'p':
                            Print = TRUE;
                    }
                }
        }
    }
}
```

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```
        break;
    case 'c':
        Cycle = TRUE;
        break;
    case 'e':
        EHB = TRUE;
        break;
    default:
        break;
    }
}
}

getWbOpts(wbMsg)
struct WBStartup *wbMsg;
{
    struct WBArg *wbArg;
    struct DiskObject *diskobj;
    char **toolarray;
    char *s;

    if((IconBase = OpenLibrary("icon.library", 0)))
    {
        /* First get ToolTypes from Display.info */
        wbArg = wbMsg->sm_ArgList;
        diskobj=(struct DiskObject *)GetDiskObject(wbArg->wa_Name);
        if(diskobj)
        {
            toolarray = (char **)diskobj->do_ToolTypes;

            if(s=(char *)FindToolType(toolarray,"PRINT"))
            {
                if(strEqu(s,"TRUE")) Print = TRUE;
            }
            if(s=(char *)FindToolType(toolarray,"BACK"))
            {
                if(strEqu(s,"TRUE")) Back = TRUE;
            }
            if(s=(char *)FindToolType(toolarray,"TIMER"))
            {
                Timer = TRUE;
                dTimer = 60 * atoi(s);
            }
            FreeDiskObject(diskobj);
        }

        if(wbMsg->sm_NumArgs > 1)
        {
            wbArg++;
            diskobj=(struct DiskObject *)GetDiskObject(wbArg->wa_Name);
            if(diskobj)
            {
                toolarray = (char **)diskobj->do_ToolTypes;

                if(s=(char *)FindToolType(toolarray,"CYCLE"))
                {
                    if(strEqu(s,"TRUE")) Cycle = TRUE;
                }
                if(s=(char *)FindToolType(toolarray,"EHB"))
                {
                    if(strEqu(s,"TRUE")) EHB = TRUE;
                }
            }
            FreeDiskObject(diskobj);
        }
    }
}
```

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```

        }
    CloseLibrary(IIconBase);
}

initCycle(ptFrame, vp)
ILBMFrame *ptFrame;
struct ViewPort *vp;
{
int k;

CycleOn = FALSE;
PrepareToDie = FALSE;
cyCrngs = ptFrame->crngChunks;
cyVpport = vp;
cyRegs = ptFrame->nColorRegs;
cyCnt = ptFrame->cycleCnt;

for(k=0; k<cyRegs; k++)
{
    cyMap[k] = ptFrame->colorMap[k];
}

/* Init Rates and Clocks */
for(k=0; k<cyCnt; k++)
{
    /* In DPaint CRNG, rate = RNG_NORATE (36) means don't cycle */
    if(cyCrngs[k].rate == RNG_NORATE)
    {
        cyCrngs[k].rate = 0;
        cyCrngs[k].active &= ~ACTIVE;
    }

    if((cyCrngs[k].active & ACTIVE)&&(cyCrngs[k].rate))
    {
        cyRates[k] = cyCrngs[k].rate;
    }
    else
    {
        cyRates[k] = 0; /* Means don't cycle to my cycleTask */
    }
    cyClocks[k] = 0;
}
}

VOID cycleTask()
{
int k, i, j;
UBYTE low, high;
USHORT cyTmp;
BOOL Cycled;

while(!PrepareToDie)
{
    WaitTOF();
    if(CycleOn)
    {
        Cycled = FALSE;
        for(k=0; k<cyCnt; k++)
        {
            if(cyRates[k]) /* cyRate 0 = inactive */
            {
                cyClocks[k] += cyRates[k];
                if(cyClocks[k] >= CYCLETIME)
                {
                    Cycled = TRUE;
                }
            }
        }
    }
}
}

```

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```

    cyClocks[k] -= CYCLETIME;
    low = cyCrngs[k].low;
    high= cyCrngs[k].high;
    if((cyCrngs[k].active & REVERSE) /* Reverse cycle */
    {
        cyTmp = cyMap[low];
        for(i=low,j=low+1; i < high; i++,j++)
        {
            cyMap[i] = cyMap[j];
        }
        cyMap[high] = cyTmp;
    }
    else /* Forward cycle */
    {
        cyTmp = cyMap[high];
        for(i=high,j=high-1; i > low; i--,j--)
        {
            cyMap[i] = cyMap[j];
        }
        cyMap[low] = cyTmp;
    }
}
if(Cycled)
{
    LoadRGB4(cyVport,cyMap,cyRegs);
}
if(TimerOn)
{
    if(--dTTimer <= 0) Signal(mainTask,tSig);
}
PrepareToDie = FALSE;
Wait(OL); /* Wait to die */
}

chkmsg()
{
    struct IntuiMessage *msg;
    ULONG class, code;
    SHORT mouseX, mouseY;

    while(msg=(struct IntuiMessage *)GetMsg(windowl->UserPort))
    {
        class = msg->Class;
        code = msg->Code;
        mouseX = msg->MouseX;
        mouseY = msg->MouseY;

        ReplyMsg(msg);
        switch(class)
        {
            case MOUSEBUTTONS:
                if ((code == SELECTDOWN)&&
                    (mouseX < 10)&&(mouseY<10))
                [
                    Done = TRUE;
                ]
                else if ((code == SELECTDOWN)&&
                          ((mouseY>10)|| (mouseX>10))&&
                          (TBtoggle==FALSE))
                [
                    TBtoggle = TRUE;
                    ShowTitle(screenl,TRUE);
                    ClearPointer(windowl);
                ]
        }
    }
}

```

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```
else if ((code == SELECTDOWN)&&(mouseY>10)&&(TBtoggle==TRUE))
{
    TBtoggle = FALSE;
    ShowTitle(screenl, FALSE);
    SetPointer(windowl,pdata,1,16,0,0);
}
break;
case VANILLAKEY:
switch(code)
{
    case 0x03: /* CTRL/C */
        Done = TRUE;
        break;
    case 0x04: /* CTRL/D */
        Done = TRUE;
        retcode = RETURN_FAIL;
        break;
    case 'p': case 'P':
        dump(screenl);
        break;
    case 0x09: /* Tab toggles Cycle */
        if(CycleOn)
        {
            CycleOn = FALSE;
            WaitTOF(); /* Make sure cyTask saw FALSE */
            WaitBOVP(vportl);
            LoadRGB4(vportl,iFrame.colorMap,maxColorReg);
        }
        else
        {
            initCycle(&iFrame,vportl);
            CycleOn = TRUE;
        }
        break;
    default:
        break;
}
break;
default:
break;
}
}

usage()
{
char **ulines;
int k;

if((FromWb)&&(! wbHasStdio)) wbHasStdio = openStdio(conSpec);
if(!FromWb)|| (wbHasStdio))
{
    ulines = FromWb ? wbUsage : cliUsage;
    for(k=0; ulines[k][0]; k++)
    {
        Write(stdout,ulines[k],strlen(ulines[k]));
    }
}

cleanexit(s,rcode)
char *s;
LONG rcode;
{
if(*s)
```

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```
{
if((FromWb)&&(!wbHasStdio)) wbHasStdio = openStdio(conSpec);
if(!FromWb)|| (wbHasStdio)
{
    Write(stdout,s,strlen(s));
    Write(stdout,"\\n",1);
}
if(wbHasStdio)
{
    Write(stdout,"\\nPRESS RETURN TO EXIT\\n",22);
    while (getchar() != '\\n');
}
cleanup();
if(wbHasStdio) closeStdio();
exit(rcode);
}

cleanup()
{
struct IntuiMessage *msg;

if(cyTask)
{
    CycleOn = FALSE;
    PrepareToDie = TRUE;
    while(PrepareToDie) Delay(10);
    DeleteTask(cyTask);
}

/* Free timer signal */
if (tSigNum > -1) Freesignal(tSigNum);

/* Note - tBitmap planes were deallocated in DisplayPic() */
if (windowl)
{
    while(msg=(struct IntuiMessage *)GetMsg(windowl->UserPort))
    {
        ReplyMsg(msg);
    }
    CloseWindow(windowl);
}
if (screenl) CloseScreen(screenl);
if (pdata) FreeMem(pdata,PDATASZ);
if (IntuitionBase) CloseLibrary(IntuitionBase);
if (GfxBase) CloseLibrary(GfxBase);
if (newLock != startLock) CurrentDir(startLock);
}

strlen(s)
char *s;
{
int i = 0;
while(*s++) i++;
return(i);
}

/** getBitMap() ****
*
* Open screen or temp bitmap.
* Returns ptr destBitMap or 0 = error
*
*****
struct BitMap *getBitMap(ptilbmFrame)
```

```

ILBMFrame *ptilbmFrame;
{
    int i, nPlanes, plsize;
    SHORT sWidth, sHeight, dWidth, dHeight;
    struct BitMap *destBitMap;

    sWidth = ptilbmFrame->bmHdr.w;
    sHeight = ptilbmFrame->bmHdr.h;
    dWidth = ptilbmFrame->bmHdr.pageWidth;
    dHeight = ptilbmFrame->bmHdr.pageHeight;
    nPlanes = MIN(ptilbmFrame->bmHdr.nPlanes, EXDepth);

    ns.Width = dWidth;
    ns.Height = dHeight;
    ns.Depth = nPlanes;

    if (ptilbmFrame->foundCAMG)
    {
        ns.ViewModes = ptilbmFrame->camgChunk.ViewModes & CAMGMASK;
    }
    else
    {
        if (ptilbmFrame->bmHdr.pageWidth >= 640)
            ns.ViewModes = HIRES;
        else
            ns.ViewModes = 0;

        if (ptilbmFrame->bmHdr.pageHeight >= 400)
            ns.ViewModes |= LACE;

        /* EHB is kludgey flag for ExtraHalbrite ILBMs with no CAMG */
        if(ns.Depth == 6)
        {
            if(EHB) ns.ViewModes |= EXTRA_HALFBRITE;
            else ns.ViewModes |= HAM;
        }
    }

    if(Back) ns.Type |= SCREENBEHIND;

    if ((screenl = (struct Screen *)OpenScreen(&ns))==NULL) return(0);

    vportl = &screenl->ViewPort;
    LoadRGB4(vportl, &allBlack[0], MIN(1<<ns.Depth,maxColorReg));

    if((ns.ViewModes)&(HAM)) setHam(screenl,FALSE);

    nw.Width = dWidth;
    nw.Height = dHeight;
    nw.Screen = screenl;

    if(!Back) nw.Flags |= ACTIVATE;

    if ((windowl = (struct Window *)OpenWindow(&nw))==NULL)
    {
        CloseScreen(screenl);
        screenl = NULL;
        return(0);
    }

    ShowTitle(screenl, FALSE);

    if ((sWidth == dWidth) && (sHeight == dHeight))
    {
        destBitMap = (struct BitMap *)screenl->RastPort.BitMap;
    }
    else
    {

```

```

        InitBitMap( &tBitMap,
                    nPlanes,
                    sWidth,
                    sHeight);

        plsize = RowBytes(ptilbmFrame->bmHdr.w) * ptilbmFrame->bmHdr.h;
        if (tBitMap.Planes[0] =
            (PLANEPTR)AllocMem(nPlanes * plsize, MEMF_CHIP))
        {
            for (i = 1; i < nPlanes; i++)
                tBitMap.Planes[i] = (PLANEPTR)tBitMap.Planes[0] + plsize*i;
            destBitMap = &tBitMap;
        }
        else
        {
            CloseWindow(windowl);
            windowl = NULL;
            CloseScreen(screenl);
            screenl = NULL;
            return(0); /* can't allocate temp BitMap */
        }
    }
    return(destBitMap); /* destBitMap allocated */
}

/** DisplayPic() ****
 *
 * Display loaded bitmap. If tBitMap, first transfer to screen.
 *
 ****
DisplayPic(ptilbmFrame)
ILBMFrame *ptilbmFrame;
{
    int i, row, byte, nrows, nbytes;
    struct BitMap *tbp, *sbp; /* temp and screen BitMap ptrs */
    UBYTE *tpp, *spp; /* temp and screen plane ptrs */

    if (tBitMap.Planes[0]) /* transfer from tBitMap if nec. */
    {
        tbp = &tBitMap;
        sbp = screenl->RastPort.BitMap;
        nrows = MIN(tbp->Rows, sbp->Rows);
        nbytes = MIN(tbp->BytesPerRow, sbp->BytesPerRow);

        for (i = 0; i < sbp->Depth; i++)
        {
            tpp = (UBYTE *)tbp->Planes[i];
            spp = (UBYTE *)sbp->Planes[i];
            for (row = 0; row < nrows; row++)
            {
                tpp = tbp->Planes[i] + (row * tbp->BytesPerRow);
                spp = sbp->Planes[i] + (row * sbp->BytesPerRow);
                for (byte = 0; byte < nbytes; byte++)
                {
                    spp++ = *tpp++;
                }
            }
        }
        /* Can now deallocate the temp BitMap */
        FreeMem(tBitMap.Planes[0],
                tBitMap.BytesPerRow * tBitMap.Rows * tBitMap.Depth);
    }

    vportl = &screenl->ViewPort;
    LoadRGB4(vportl, ptilbmFrame->colorMap, ptilbmFrame->nColorRegs);
    if((ns.ViewModes)&(HAM)) setHam(screenl,TRUE);

    return(0);
}

```

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```
}

/* setHam --- For toggling HAM so HAM pic invisible while loading */
setHam(scr,toggle)
struct Screen *scr;
BOOL toggle;
{
    struct ViewPort *vp;
    struct View      *v;

    vp = &(scr->ViewPort);
    v = (struct View *)ViewAddress();
    Forbid();
    if(toggle)
    {
        v->Modes |= HAM;
        vp->Modes |= HAM;
    }
    else
    {
        v->Modes &= ~HAM;
        vp->Modes &= ~HAM;
    }
    MakeScreen(scr);
    RethinkDisplay();
    Permit();
}

strEqu(p, q)
TEXT *p, *q;
{
    while(TOUPPER(*p) == TOUPPER(*q))
    {
        if (*(p++) == 0) return(TRUE);
        ++q;
    }
    return(FALSE);
}

/* wbStdio.c --- Open an Amiga stdio window under workbench
 *          For use with AStartup.obj
 */
openStdio(conspec)
char *conspec;
{
    LONG wfile;
    struct Process *proc;
    struct FileHandle *handle;

    if (wbHasStdio) return(1);

    if (!(wfile = Open(conspec, MODE_NEWFILE))) return(0);
    stdin = wfile;
    stdout = wfile;
    stderr = wfile;
    handle = (struct FileHandle *) (wfile << 2);
    proc = (struct Process *)FindTask(NULL);

    proc->pr_ConsoleTask = (APTR)(handle->fh_Type);
    proc->pr_CIS = (BPTR)stdin;
    proc->pr_COS = (BPTR)stdout;
    return(1);
}

closeStdio()
{
    struct Process *proc;
```

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```
struct FileHandle *handle;
if (!wbHasStdio) return(0);
if (stdin > 0) Close(stdin);
stdin = -1;
stdout = -1;
stderr = -1;
handle = (struct FileHandle *) (stdin << 2);
proc = (struct Process *)FindTask(NULL);
proc->pr_ConsoleTask = NULL;
proc->pr_CIS = NULL;
proc->pr_COS = NULL;
wbHasStdio = NULL;
}
```

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```
/*
 * dump.c      - routine to dump rastport
 *
 */

#include "exec/types.h"
#include "intuition/intuition.h"
#include "devices/printer.h"

extern struct IODRPReq *CreateExtIO();
extern struct MsgPort *CreatePort();

dump(screen)
struct Screen *screen;
{
    struct IODRPReq *iodrp;
    struct MsgPort *printerPort;
    struct ViewPort *vp;
    int error = 1;

    if(printerPort = CreatePort("CAS_ddmp",0))
    {
        if(iodrp=CreateExtIO(printerPort,sizeof(struct IODRPReq)))
        {
            if(!!(error=OpenDevice("printer.device",0,iodrp,0)))
            {
                vp = &screen->ViewPort;
                iodrp->io_Command = PRD_DUMPREPORT;
                iodrp->io_RastPort = &screen->RastPort;
                iodrp->io_ColourMap = vp->ColourMap;
                iodrp->io_Modes = (ULONG)vp->Modes;
                /* iodrp->io_SrcX = 0;      MEMF_CLEAR zeroed this */
                /* iodrp->io_SrcY = 0;      MEMF_CLEAR zeroed this */
                iodrp->io_SrcWidth = screen->Width;
                iodrp->io_SrcHeight = screen->Height;
                /* iodrp->io_DestCols = 0;  MEMF_CLEAR zeroed this */
                /* iodrp->io_DestRows = 0;  MEMF_CLEAR zeroed this */
                iodrp->io_Special = SPECIAL_FULLSCREEN|SPECIAL_ASPECT;

                error = DoIO(iodrp);
                CloseDevice(iodrp);
            }
            DeleteExtIO(iodrp, sizeof(struct IODRPReq));
        }
        DeletePort(printerPort);
    }
    return(error);
}
```

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```
/*
 * iffmsgs.c --- The IFF error msgs indexed by iffpp
 * Use: extern char *IFFPMessages[]; in application to access
 */
#ifndef IFF_H
#include "iff/iff.h"
#endif

/* Message strings for IFFP codes. */
char MsgOkay[] = {"(IFF_OKAY) No FORM of correct type in file." };
char MsgEndMark[] = {"(END_MARK) How did you get this message?" };
char MsgDone[] = {"(IFF_DONE) All done." };
char MsgDos[] = {"(DOS_ERROR) The DOS returned an error." };
char MsgNot[] = {"(NOT_IFF) Not an IFF file." };
char MsgNoFile[] = {"(NO_FILE) No such file found." };
char MsgClientError[] = {"(CLIENT_ERROR) Probably insufficient RAM." };
char MsgForm[] = {"(BAD_FORM) File contains a malformed FORM." };
char MsgShort[] = {"(SHORT_CHUNK) File contains a short Chunk." };
char MsgBad[] = {"(BAD_IFF) A mangled IFF file." };

/* THESE MUST APPEAR IN RIGHT ORDER!! */
char *IFFPMessages[-LAST_ERROR+1] =
{
    /*IFF_OKAY*/ MsgOkay,
    /*END_MARK*/ MsgEndMark,
    /*IFF_DONE*/ MsgDone,
    /*DOS_ERROR*/ MsgDos,
    /*NOT_IFF*/ MsgNot,
    /*NO_FILE*/ MsgNoFile,
    /*CLIENT_ERROR*/ MsgClientError,
    /*BAD_FORM*/ MsgForm,
    /*SHORT_CHUNK*/ MsgShort,
    /*BAD_IFF*/ MsgBad
};
```

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```
/** myReadPict.c ****
* Read an ILBM raster image file.          23-Jan-86.
* Modified version of ReadPict.c
* by Jerry Morrison, Steve Shaw, and Steve Hayes, Electronic Arts.
* This software is in the public domain.
* Modified by C. Scheppner 11/86
* Handles CAMG chunks for HAM, etc.
* Calls user defined routine getBitmap(ilbmFramePtr) when it
* reaches the BODY.
* getBitmap() can open a screen of the correct size using
* information this rtn places in the ilbmFrame, and returns
* a pointer to a BitMap structure. The BitMap structure
* tells myReadPicture where it should load the bit planes.
* Modified by C. Scheppner 12/86
* Loads in CCRT or CRNG chunks (converts CCRT to CRNG)
* Modified 11-88 to use CCRT, CAMG defs and macros added to ilbm.h
* and existing CRANGE (not CrngChunk) def in ilbm.h
*****
```

```
#define LOCAL static
#include "intuition/intuition.h"
#include "libraries/dos.h"
#include "libraries/dosextens.h"
#include "iff/ilbm.h"
#include "myreadpict.h" /* cs */
/* Define size of a temporary buffer used in unscrambling the ILBM rows.*/
#define bufSz 512
```

```
153 /* ILBM reader */
/* ILBMFrame is our "client frame" for reading FORMS ILBM in an IFF file.
* We allocate one of these on the stack for every LIST or FORM encountered
* in the file and use it to hold BMHD & CMAP properties. We also allocate
* an initial one for the whole file.
* We allocate a new GroupContext (and initialize it by OpenRIFF or
* OpenRGroup) for every group (FORM, CAT, LIST, or PROP) encountered. It's
* just a context for reading (nested) chunks.
*
* If we were to scan the entire example file outlined below:
*   reading      proc(s)      new      new
*
* --whole file-- myReadPicture+ReadIFF GroupContext    ILBMFrame
*   CAT        ReadICat      GroupContext    ILBMFrame
*   LIST       GetLiILBM+ReadILList GroupContext    ILBMFrame
*   PROP ILBM  GetPrILBM     GroupContext    ILBMFrame
*   CMAP       GetCMAP       GroupContext    ILBMFrame
*   BMHD       GetBMHD       GroupContext    ILBMFrame
*   FORM ILBM  GetFoILBM     GroupContext    ILBMFrame
*   BODY       GetBODY       GroupContext    ILBMFrame
*   FORM ILBM  GetFoILBM     GroupContext    ILBMFrame
*   BODY       GetBODY       GroupContext    ILBMFrame
*   FORM ILBM  GetFoILBM     GroupContext    ILBMFrame
*/

```

```
/* NOTE: For a small version of this program, set Fancy to 0.
* That'll compile a program that reads a single FORM ILBM in a file, which
* is what DeluxePaint produces. It'll skip all LISTS and PROPS in the input
* file. It will, however, look inside a CAT for a FORM ILBM.
* That's suitable for 90% of the uses.
*
* For a fancier version that handles LISTS and PROPS, set Fancy to 1.
* That'll compile a program that dives into a LIST, if present, to read
* the first FORM ILBM. E.g. a DeluxePrint library of images is a LIST of
* FORMs ILBM.
```

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```
/*
* For an even fancier version, set Fancy to 2. That'll compile a program
* that dives into non-ILBM FORMs, if present, looking for a nested FORM ILBM.
* E.g. a DeluxeVideo C.S. animated object file is a FORM ANBM containing a
* FORM ILBM for each image frame. */
#define Fancy 0

/* Global access to client-provided pointers.*/
LOCAL ILBMFrame *giFrame = NULL; /* "client frame".*/

IFFP handleCAMG(context,frame)
GroupContext *context;
ILBMFrame *frame;
{
    IFFP iffp = IFF_OKAY;

    frame->foundCAMG = TRUE;
    iffp = GetCAMG(context, &frame->camgChunk);
    return(iffp);
}

IFFP handleCRNG(context,frame)
GroupContext *context;
ILBMFrame *frame;
{
    IFFP iffp = IFF_OKAY;

    if(frame->cycleCnt < maxCycles)
    {
        iffp = GetCRNG(context,&(frame->crngChunks[frame->cycleCnt]));
        frame->cycleCnt++;
    }
    return(iffp);
}

IFFP handleCCRT(context,frame)
GroupContext *context;
ILBMFrame *frame;
{
    CrctChunk ccrtTmp;
    CRANGE *ptCrng;
    IFFP iffp = IFF_OKAY;

    if(frame->cycleCnt < maxCycles)
    {
        iffp = GetCCRT(context, &ccrtTmp);
        ptCrng = &(frame->crngChunks[frame->cycleCnt]);
        if(ccrtTmp.direction) ccrtTmp.direction = -ccrtTmp.direction;
        ptCrng->active = ccrtTmp.direction & 0x03;
        ptCrng->low = ccrtTmp.start;
        ptCrng->high = ccrtTmp.end;

        /* Convert CCRT secs/msecs to CRNG timing
         * 0x4000 = max CRNG rate (cycle every 1/60th sec)
         * This must be divided by # 60th's between cycles
         * seconds to 60th's is easy
         * msecs to 60th's requires division by 16667
         * this is int math so I add 8334 (half 16667) first for rounding
         */
        ptCrng->rate = 0x4000 /
            ((ccrtTmp.seconds * 60)+((ccrtTmp.microseconds+8334)/16667));
        frame->cycleCnt++;
    }
    return(iffp);
}
```

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```
/** GetFoILBM() ****
*
* Called via myReadPicture to handle every FORM encountered in an IFF file.
* Reads FORMs ILBM and skips all others.
* Inside a FORM ILBM, it stops once it reads a BODY. It complains if it
* finds no BODY or if it has no BMHD to decode the BODY.
*
* Once we find a BODY chunk, we'll call user rtn getBitMap() to
* allocate the bitmap and planes (or screen) and then read
* the BODY into the planes.
*****
LOCAL BYTE bodyBuffer[bufSz];
IFFP GetFoILBM(parent) GroupContext *parent;
{
/*compilerBug register*/ IFFP iffpp;
GroupContext formContext;
ILBMFrame ilbmFrame; /* only used for non-clientFrame fields.*/
struct BitMap *destBitMap; /* cs */

/* Handle a non-ILBM FORM. */
if (parent->subtype != ID_ILBM)
{
    if Fancy >= 2
        /* Open a non-ILBM FORM and recursively scan it for ILBMs.*/
        iffpp = OpenRGroup(parent, &formContext);
        CheckIFFP();
        do {
            iffpp = GetFlChunkHdr(&formContext);
            } while (iffpp >= IFF_OKAY);
        if (iffpp == END_MARK)
        {
            iffpp = IFF_OKAY; /* then continue scanning the file */
        }
        CloseRGroup(&formContext);
        return(iffpp);
    }
else
    return(IFF_OKAY); /* Just skip this FORM and keep scanning the file.*/
#endif
}

ilbmFrame = *(ILBMFrame *)parent->clientFrame;
iffpp = OpenRGroup(parent, &formContext);
CheckIFFP();

do switch (iffpp = GetFChunkHdr(&formContext)) {
    case ID_BMHD: {
        ilbmFrame.foundBMHD = TRUE;
        iffpp = GetBMHD(&formContext, &ilbmFrame.bmHdr);
        break; }
    case ID_CAMG: { /* cs */
        iffpp = handleCAMG(&formContext, &ilbmFrame);
        break; }
    case ID_CRNG: { /* cs */
        iffpp = handleCRNG(&formContext, &ilbmFrame);
        break; }
    case ID_CCRT: { /* cs */
        iffpp = handleCCRT(&formContext, &ilbmFrame);
        break; }
    case ID_CMAP: {
        ilbmFrame.nColorRegs = maxColorReg; /* room for this many */
        iffpp = GetCMAP(&formContext, (WORD *)ilbmFrame.colorMap,
                       &ilbmFrame.nColorRegs);
        break; }
    case ID_BODY: { /* cs */
        if (!ilbmFrame.foundBMHD)
        {
            iffpp = BAD_FORM; /* No BMHD chunk! */
        }
    }
}
```

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```

}
else
{
    if(destBitMap=(struct BitMap *)getBitMap(&ilbmFrame))
    {
        iffpp = GetBODY( &formContext,
                        destBitMap,
                        NULL,
                        &ilbmFrame.bmHdr,
                        bodyBuffer,
                        bufSz);
        if (iffpp == IFF_OKAY) iffpp = IFF_DONE; /* Eureka */
        *giFrame = ilbmFrame; /* copy fields to client frame */
    }
    else
    {
        iffpp = CLIENT_ERROR; /* not enough RAM for the bitmap */
    }
}
break; }

case END_MARK: {
    iffpp = BAD_FORM;
    break; }

} while (iffpp >= IFF_OKAY);
/* loop if valid ID of ignored chunk or a
 * subroutine returned IFF_OKAY (no errors).*/
if (iffpp != IFF_DONE) return(iffpp);

CloseRGroup(&formContext);
return(iffpp);
}

/** Notes on extending GetFoILBM ****
*
* To read more kinds of chunks, just add clauses to the switch statement.
* To read more kinds of property chunks (GRAB, CAMG, etc.) add clauses to
* the switch statement in GetPrILBM, too.
*
* To read a FORM type that contains a variable number of data chunks--e.g.
* a FORM FIXT with any number of CHRS chunks--replace the ID_BODY case with
* an ID_CHRS case that doesn't set iffpp = IFF_DONE, and make the END_MARK
* case do whatever cleanup you need.
*
****

/** GetPrILBM() ****
*
* Called via myReadPicture to handle every PROP encountered in an IFF file.
* Reads PROPS ILBM and skips all others.
*
****

#if Fancy
IFFP GetPrILBM(parent) GroupContext *parent;
{
/*compilerBug register*/ IFFP iffpp;
GroupContext propContext;
ILBMFrame *ilbmFrame = (ILBMFrame *)parent->clientFrame;

if (parent->subtype != ID_ILBM)
    return(IFF_OKAY); /* just continue scanning the file */

iffpp = OpenRGroup(parent, &propContext);
CheckIFFP();

do switch (iffpp = GetPChunkHdr(&propContext)) {
    case ID_BMHD: {
```

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```
ilbmFrame->foundBMHD = TRUE;
iffp = GetBMHD(&propContext, &ilbmFrame->bmHdr);
break; }

case ID_CAMG: { /* cs */
    iffp = handleCAMG(&propContext, ilbmFrame);
    break; }

case ID_CRNG: { /* cs */
    iffp = handleCRNG(&propContext, ilbmFrame);
    break; }

case ID_CCRT: { /* cs */
    iffp = handleCCRT(&propContext, ilbmFrame);
    break; }

case ID_CMAP: { /* cs */
    ilbmFrame->nColorRegs = maxColorReg; /* room for this many */
    iffp = GetCMAP(&propContext,
        (WORD *)&ilbmFrame->colorMap,
        &ilbmFrame->nColorRegs);

    break; }

} while (iffp >= IFF_OKAY);
/* loop if valid ID of ignored chunk or a
 * subroutine returned IFF_OKAY (no errors). */

CloseRGroup(&propContext);
return(iffp == END_MARK ? IFF_OKAY : iffp);
}

#endif

/** GetLiILBM() ****
 *
 * Called via myReadPicture to handle every LIST encountered in an IFF file.
 *
 ****/
#if Fancy
IFFP GetLiILBM(parent) GroupContext *parent, {
    ILBMFrame newFrame; /* allocate a new Frame */

    newFrame = *(ILBMFrame *)parent->clientFrame; /* copy parent frame */

    return( ReadILList(parent, (ClientFrame *)&newFrame) );
}
#endif

/** myReadPicture() ****
IFFP myReadPicture(file,iFrame)
LONG file;
ILBMFrame *iFrame; /* Top level "client frame".*/
{
    IFFP iffp = IFF_OKAY;

#if Fancy
    iFrame->clientFrame.getList = GetLiILBM;
    iFrame->clientFrame.getProp = GetPrILBM;
#else
    iFrame->clientFrame.getList = SkipGroup;
    iFrame->clientFrame.getProp = SkipGroup;
#endif
    iFrame->clientFrame.getForm = GetFoILBM;
    iFrame->clientFrame.getCat = ReadICat;

    /* Initialize the top-level client frame's property settings to the
     * program-wide defaults. This example just records that we haven't read
     * any BMHD property or CMAP color registers yet. For the color map, that
     * means the default is to leave the machine's color registers alone.
     * If you want to read a property like GRAB, init it here to (0, 0). */

    iFrame->foundBMHD = FALSE;
    iFrame->nColorRegs = 0;
    iFrame->foundCAMG = FALSE; /* cs */
    iFrame->cycleCnt = 0; /* cs */
}
```

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```
giFrame = iFrame;

/* Store a pointer to the client's frame in a global variable so that
 * GetFoILBM can update client's frame when done. Why do we have so
 * many frames & frame pointers floating around causing confusion?
 * Because IFF supports PROPs which apply to all FORMs in a LIST,
 * unless a given FORM overrides some property.
 * When you write code to read several FORMs,
 * it is essential to maintain a frame at each level of the syntax
 * so that the properties for the LIST don't get overwritten by any
 * properties specified by individual FORMs.
 * We decided it was best to put that complexity into this one-FORM example,
 * so that those who need it later will have a useful starting place.
 */

iffp = ReadIFF(file, (ClientFrame *)iFrame);
return(iffp);
}
```

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```
/* myreadpict.h
 * Modified 12/88 - removed Camg, Ccrt, Crng defs (now in ilbm.h)
 */
#ifndef MYREADPICT_H
#define MYREADPICT_H

#ifndef GRAPHICS_GFX_H
#include <graphics/gfx.h>
#endif

#ifndef ILBM_H
#include <iff/ilbm.h>
#endif

#define EXDepth 6      /* Maximum depth (6=HAM) */
#define maxColorReg 32
#define maxCycles 8
#define RNG_NORATE 36 /* Dpaint uses this rate to mean non-active */

typedef struct {
    ClientFrame clientFrame;
    UBYTE foundBMHD;
    UBYTE nColorRegs;
    BitMapHeader bmHdr;
    Color4 colorMap[maxColorReg];
    /* If you want to read any other property chunks, e.g. GRAB or CAMG, add
     * fields to this record to store them. */
    UBYTE foundCAMG;
    CamgChunk camgChunk;
    UBYTE cycleCnt;
    CRRange crngChunks[maxCycles]; /* I'll convert CCRT to this */
} ILBMFrame;

typedef UBYTE *UBytePtr;

#ifndef FDwAT
extern IFFP myReadPicture(LONG, ILBMFrame *);
extern struct BitMap *getBitMap(ILBMFrame *);
#else
extern IFFP myReadPicture();
extern struct BitMap *getBitMap();
#endif

#endif MYREADPICT_H
```

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```
/* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * */
/* |_o_o| \ The Software Distillery */  
/* . o. | Made available for the Amiga development community */  
/* . o | author: */  
/* . | John Mainwaring */  
/* == | BBS: (919)-471-6436 */  
/* == | */  
/* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * */

/* global definitions for traceback dump utility */

#include "exec/types.h"
#include "exec/memory.h"
#include "proto/exec.h"
#include "stdio.h"
#include "string.h"
#include "stdlib.h"

#define FATAL 20

/* bit flags for dump options */
#define SYMFLG 1<<0
#define FAILFLG 1<<1
#define REGFLG 1<<2
#define ENVFLG 1<<3
#define STAKFLG 1<<4
#define UDATFLG 1<<5
#define FMEMFLG 1<<6
#define TRACEFLG 1<<7

struct symbol_node {
    struct symbol_node * sn_next;
    long sn_memsized;
    ULONG sn_value;
    char sn_sym[4]; /* real length determined when allocated */
};

struct line_elem {
    ULONG le_line;
    ULONG le_off;
};

struct line_node {
    struct line_node * ln_next;
    ULONG ln_size; /* byte size of this block */
    ULONG ln_codesize; /* byte size of this object file */
    ULONG ln_letabsize; /* number of line_elems for this object file */
    ULONG ln_offset; /* offset into segment of this object file */
    ULONG ln_hsize; /* length of name (in longwords) */
    char ln_name[4]; /* name of object file lines belong to */
    /* a table of line_elem comes after full name */
};

/* element of table of seglist descriptors */
struct segment {
    long addr;
    long size;
    struct symbol_node *symbols;
    struct line_node *lines;
};

/* element of UDAT chain */
struct udata {
    struct udata *udptr;
    long udsized;
    long udat[1]; /* actual length of array given by udsized */
};

/* data structure to hold contents of PGTB traceback file */
```

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```
struct tbtemplate {
    /* FAIL stuff */
    long gotfail; /* found FAIL chunk */
    char *taskname; /* name from task block */
    ULONG environ; /* H/W environment */
    vbfreq, /* Vertical Blank */
    psfreq, /* Power Supply */
    starter, /* 0 = WB else CLI */
    guru, /* defined in alerts.h */
    segcount; /* longword count */
    struct segment *seglist; /* seglist */

    /* REGS stuff */
    long gotregs; /* found REGS chunk */
    ULONG pc, /* program counter */
    cc, /* condition code reg */
    dregs[8], /* D0-D7 */
    aregs[8]; /* A0-A7 */

    /* VERS stuff */
    long gotvers; /* found VERS chunk */
    ULONG ver, /* version of catch.o */
    rev, /* revision of catch.o */
    char *filename; /* name of catch.o */

    /* FMEM stuff */
    long gotfmem; /* got FMEM chunk */
    ULONG memca, /* available chip */
    memcm, /* max chip */
    memcl, /* largest chip */
    memfa, /* available fast */
    memfm, /* max fast */
    memfl; /* largest fast */

    /* STAK stuff (pointer to data chain) */
    ULONG staktop, /* top of stack */
    stakptr, /* saved stack pointer */
    staklen, /* bottom of stack */
    topseg, /* bool top present */
    botseg, /* bool bot present */
    seglen, /* else entire size */
    stak[2048]; /* stack data, 8K bytes */

    /* UDAT stuff */
    struct udata *udhead;
};

struct addrinfo {
    long hunknum;
    long offset;
    char *name;
    char *objname;
    long line;
    long lineoff;
};

/* templates for functions called from outside defining section */

/* defined in tdrutil.c */
long getlong(FILE *);
long forcegetlong(FILE *);
void getblock(FILE *, ULONG *, long);
void getbytes(FILE *, ULONG *, long);
ULONG getascii(FILE *, char **);
void skiplong(FILE *, long);
void skipbytes(FILE *, long);

/* defined in tdread.h */
int tdread(FILE *);

/* defined in tdsym.h */
int readsym(FILE *);

/* defined in tdump.c */
```

```
void tdump(int);  
/* defined in tdwutil.c */  
void hexdump(FILE *, unsigned char *, long, long);  
void longtoascii(ULONG, char *);  
int locaddr(ULONG, struct addrinfo *);
```

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```
/*
 * ScreenSave.c -- v1.06 Carolyn Scheppner CBM
 * Saves front screen as ILBM file
 * Saves a CAMG chunk for HAM, etc.
 * Creates icon for ILBM file
 *
 * Original 10/86
 * Modified 9/88 - To mask out unwanted ViewMode bits in CAMG
 * and use CAMG defs in new ilbm.h
 *
 * Uses IFF rtns by J.Morrison and S.Shaw of Electronic Arts
 *
 * (all C code including IFF modules compiled with -v on LC2)
 * Linkage information:
 * FROM AStartup.obj, ScreenSave.o, iffwo.o, ilbmw.o, packer.o
 * TO ScreenSave
 * LIBRARY Amiga.lib, LC.lib
 *
 */
#include <exec/types.h>
#include <exec/memory.h>
#include <libraries/dos.h>
#include <libraries/dosextens.h>
#include <graphics/gfxbase.h>
#include <graphics/rastport.h>
#include <graphics/gfx.h>
#include <graphics/view.h>

#include <intuition/intuition.h>
#include <intuition/intuitionbase.h>
#include <workbench/workbench.h>
#include <workbench/startup.h>

#include "iff/ilbm.h"

/* From AStartup - used to create stdio on WB startup */
extern LONG stdin, stdout, stderr;

/* For masking unwanted Viewmodes bits */
#define BADFLAGS (SPRITES|VP_HIDE|GENLOCK_AUDIO|GENLOCK_VIDEO)
#define FLAGMASK (~BADFLAGS)
#define CAMGMASK (FLAGMASK & 0x0000FFFF)

/* Other Stuff */

#define bufSize 512

struct IntuitionBase *IntuitionBase;
struct GfxBase *GfxBase;
ULONG IconBase;

struct Screen *frontScreen;

struct ViewPort *picViewPort;
struct BitMap *picBitMap;
WORD *picColorTable;
ULONG picViewModes;
BOOL fromWB, newStdio;

#define INBUFSZ 40
char sbuf[INBUFSZ];
char nbuf[INBUFSZ];

char conSpec[] = "CON:0/40/639/160/ ScreenSave v1.06 ";

/* Definitions for ILBM Icon */
USHORT ILBMimagedata[] = {
    0xFFFF, 0xFFFC,
    0xC000, 0x000C,
```

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```
0xC000, 0x000C,
0xC1E7, 0x9E0C,
0xC1F8, 0x7E0C,
0xC078, 0x780C,
0xC187, 0x860C,
0xC078, 0x780C,
0xC1F8, 0x7E0C,
0xC1E7, 0x9E0C,
0xC000, 0x000C,
0xC000, 0x000C,
0xFFFF, 0xFFFF,
0x0000, 0x0000,
0x0000, 0x0000,
/**/
0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF,
0xF800, 0x007C,
0xF9E0, 0x1E7C,
0xF980, 0x067C,
0xF807, 0x807C,
0xF81F, 0xE07C,
0xF807, 0x807C,
0xF980, 0x067C,
0xF9E0, 0x1E7C,
0xF800, 0x007C,
0xFFFF, 0xFFFF,
0xFFFF, 0xFFFF,
0x0000, 0x0000,
0x0000, 0x0000,
/**/
};

struct Image ILBMimage = {
    0,0, /* Leftedge, Topedge */
    30,15, /* Width Height */
    2, /* Depth */
    &ILBMimagedata[0], /* Data for image */
    3,0, /* PlanePick, PlaneOnOff */
};

struct DiskObject ILBMoject = [
    WB_DISKMAGIC,
    WB_DISKVERSION,
    /* Gadget Structure */
    NULL, /* Ptr to next gadget */
    0,0, /* Leftedge, Topedge */
    30,15, /* Width, Height */
    GADGBOX|GADGIMAGE, /* Flags */
    RELVERIFY|GADGIMMEDIATE, /* Activation */
    BOOLGADGET, /* Type */
    (APTR)&ILBMimage, /* Render */
    NULL, /* Select Render */
    NULL, /* Text */
    NULL,NULL,NULL,NULL, /* Exclude, Special, ID, UserData */
    4, /* WBOject type */
    ":Display", /* Default tool */
    NULL, /* Tool Types */
    NO_ICON_POSITION, /* Current X */
    NO_ICON_POSITION, /* Current Y */
    NULL,NULL,NULL, /* Drawer, ToolWindow, Stack */
];

main(argc, argv)
int argc;
char **argv;
{
```

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```
LONG          file;
IFFP          iffp = NO_FILE;
char          *filename;
int l;

newStdio = FALSE;
fromWB = (argc==0) ? TRUE : FALSE;

if((fromWB) && (!(newStdio = openStdio(&conSpec[0]))))
{
    return(0);
}

if ((IntuitionBase =
    (struct IntuitionBase *)OpenLibrary("intuition.library",0))==NULL)
    cleanexit("Can't open intuition.library\n");

if ((GfxBase =
    (struct GfxBase *)OpenLibrary("graphics.library",0))==NULL)
    cleanexit("Can't open graphics.library\n");

if ((IconBase = OpenLibrary("icon.library",0))==NULL )
    cleanexit("Can't open icon.library\n");

printf("ScreenSave v 1.06 --- C. Scheppner CBM 9/88\n");
printf("  Saves the front screen as an IFF ILBM file\n");
printf("  A CAMG chunk is saved (for HAM pics, etc.)\n\n");

if(argc>1)           /* Passed filename via command line */
{
    filename = argv[1];
}
else
{
    printf("Enter filename for save: ");
    l = gets(&nbuf[0]);

    if(l==0)           /* No filename - Exit */
    {
        cleanexit("\nScreen not saved, filename required\n");
    }
    else
    {
        filename = &nbuf[0];
    }
}

if (!(file = Open(filename, MODE_NEWFILE)))
    cleanexit("Can't open output file\n");

Write(file,"x",l); /* l.l so Seek to beginning works ? */

printf("Click here and press <RETURN> when ready: ");
gets(&sbuf[0]);
printf("Front screen will be saved in 10 seconds\n");
Delay(500);

Forbid();
frontScreen = IntuitionBase->FirstScreen;
Permit();

picViewPort = &( frontScreen->ViewPort );
picBitMap = (struct BitMap*)picViewPort->RasInfo->BitMap;
picColorTable = (WORD *)picViewPort->ColorMap->ColorTable;
picViewModes = (ULONG)picViewPort->Modes;

printf("\nSaving...\n");
iffp = PutPicture(file, picBitMap, picColorTable, picViewModes);
```

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```
Close(file);

if (iffp == IFF_OKAY)
{
    printf("Screen saved\n");
    if(!PutDiskObject(filename,&ILBMobject))
    {
        cleanexit("Error saving icon\n");
    }
    printf("Icon saved\n");
}
cleanexit("Done\n");

cleanexit(s)
char *s;
{
if(*s) printf(s);
if ((fromWB)&&(*s)) /* Wait so user can read messages */
{
    printf("\nPRESS RETURN TO EXIT\n");
    gets(&sbuf[0]);
}
cleanup();
exit();
}

cleanup()
{
if (newStdio) closeStdio();
if (GfxBase) CloseLibrary(GfxBase);
if (IntuitionBase) CloseLibrary(IntuitionBase);
if (IconBase) CloseLibrary(IconBase);
}

openStdio(conspec)
char *conspec;
{
LONG wfile;
struct Process *proc;
struct FileHandle *handle;

if (!(wfile = Open(conspec,MODE_NEWFILE))) return(0);
stdin = wfile;
stdout = wfile;
stderr = wfile;
handle = (struct FileHandle *)(wfile << 2);
proc = (struct Process *)FindTask(NULL);
proc->pr_ConsoleTask = (APTR)(handle->fh_Type);
proc->pr_CIS = (BPTR)stdin;
proc->pr_COS = (BPTR)stdout;
return(1);
}

closeStdio()
{
struct Process *proc;
struct FileHandle *handle;

if (stdin > 0) Close(stdin);
stdin = -1;
stdout = -1;
stderr = -1;
handle = (struct FileHandle *) (stdin << 2);
proc = (struct Process *)FindTask(NULL);
proc->pr_ConsoleTask = NULL;
proc->pr_CIS = NULL;
```

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```
proc->pr_COS = NULL;
}

gets(s)
char *s;
{
    int l = 0, max = INBUFSZ - 1;

    while (((*s = getchar()) != '\n') && (l < max)) s++, l++;
    *s = NULL;
    return(l);
}

/* String Functions */

strlen(s)
char *s;
{
    int i = 0;
    while(*s++) i++;
    return(i);
}

strcpy(to,from)
char *to, *from;
{
    do
    {
        *to++ = *from;
    }
    while(*from++);
}

** PutPicture() *****
*
* Put a picture into an IFF file.
* This procedure calls PutAnILBM, passing in an <x, y> location of <0, 0>,
* a NULL mask, and a locally-allocated buffer. It also assumes you want to
* write out all the bitplanes in the BitMap.
*
***** Point2D nullPoint = {0, 0};

IFFP PutPicture(file, bitmap, colorMap, viewmodes)
    LONG file; struct BitMap *bitmap;
    WORD *colorMap; ULONG viewmodes;
{
    BYTE buffer[bufSize];
    return( PutAnILBM(file, bitmap, NULL,
                      colorMap, bitmap->Depth, viewmodes,
                      &nullPoint, buffer, bufSize) );
}

** PutAnILBM() *****
*
* Write an entire BitMap as a FORM ILBM in an IFF file.
* This version works for any display mode (C. Scheppner).
*
* Normal return result is IFF_OKAY.
*
* The utility program IFFCheck would print the following outline of the
* resulting file:
*
*     FORM ILBM
*     BMHD
```

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```
*      CAMG
*      CMAP
*      BODY      (compressed)
*
*****#define CkErr(expression) {if (ifferr == IFF_OKAY) ifferr = (expression);}

IFFP PutAnILBM(file, bitmap, mask, colorMap, depth,
               viewmodes, xy, buffer, bufsize)
    LONG file;
    struct BitMap *bitmap;
    BYTE *mask; WORD *colorMap; UBYTE depth;
    ULONG viewmodes;
    Point2D *xy; BYTE *buffer; LONG bufsize;
{
    BitMapHeader bmHdr;
    CamgChunk camgChunk;
    GroupContext fileContext, formContext;
    IFFP ifferr;
    WORD pageWidth, pageHeight;

    pageWidth = (bitmap->BytesPerRow) << 3;
    pageHeight = bitmap->Rows;

    ifferr = InitBMHd(&bmHdr, bitmap, mskNone,
                      cmpByteRunl, 0, pageWidth, pageHeight);
    /* You could write an uncompressed image by passing cmpNone instead
     * of cmpByteRunl to InitBMHd. */
    bmHdr.nPlanes = depth; /* This must be <= bitmap->Depth */
    if (mask != NULL) bmHdr.masking = mskHasMask;
    bmHdr.x = xy->x; bmHdr.y = xy->y;

    camgChunk.ViewModes = viewmodes & CAMGMASK; /* Mask out unwanted bits! */

    CkErr( OpenWIFF(file, &fileContext, szNotYetKnown) );
    CkErr( StartWGroup(&fileContext, FORM, szNotYetKnown, ID_ILBM, &formContext) );

    CkErr( PutBMHD(&formContext, &bmHdr) );
    CkErr( PutCAMG(&formContext, &camgChunk) );
    CkErr( PutCMAP(&formContext, colorMap, depth) );
    CkErr( PutBODY(&formContext, bitmap, mask, &bmHdr, buffer, bufsize) );

    CkErr( EndWGroup(&formContext) );
    CkErr( CloseWGroup(&fileContext) );
    return( ifferr );
}
```

Nov 10 17:19 1988 additional_examples/cycvb.c Page 1

```
/*
 * cycvb.c --- Dan Silva's DPaint color cycling interrupt code
 *
 * Use this as an example for interrupt driven color cycling
 * If compiled with Lattice, use -v flag on LC2
 * For an example of subtask cycling, see Display.c
 */
#include <exec/types.h>
#include <exec/interrupts.h>
#include <graphics/view.h>
#include <iiff/compiler.h>

#define MAXNCYCS 4
#define NO FALSE
#define YES TRUE
#define LOCAL static

typedef struct {
    SHORT count;
    SHORT rate;
    SHORT flags;
    UBYTE low, high; /* bounds of range */
} Range;

/* Range flags values */
#define RNG_ACTIVE 1
#define RNG_REVERSE 2
#define RNG_NORATE 36 /* if rate == NORATE, don't cycle */

/* cycling frame rates */
#define OnePerTick 16384
#define OnePerSec OnePerTick/60

extern Range cycles[];
extern BOOL cycling[];
extern WORD cycols[];
extern struct ViewPort *viewport;
extern SHORT nColors;

MyVBlank() {
    int i,j;
    LOCAL Range *cyc;
    LOCAL WORD temp;
    LOCAL BOOL anyChange;

#ifdef IS_AZTEC
    #asm
        movem.l a2-a7/d2-d7,-(sp)
        move.l al,a4
    #endasm
#endif

    if (cycling) {
        anyChange = NO;
        for (i=0; i<MAXNCYCS; i++) {
            cyc = &cycles[i];
            if ((cyc->low == cyc->high) ||
                ((cyc->flags&RNG_ACTIVE) == 0) ||
                (cyc->rate == RNG_NORATE))
                continue;

            cyc->count += cyc->rate;
            if (cyc->count >= OnePerTick) {
                anyChange = YES;
                cyc->count -= OnePerTick;
            }

            if (cyc->flags&RNG_REVERSE) {
                /* Reverse the cycling order */
                if (cyc->count >= OnePerTick) {
                    anyChange = YES;
                    cyc->count -= OnePerTick;
                }
            }
        }
    }
}

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```

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```
temp = cycols[cyc->low];
for (j=cyc->low; j < cyc->high; j++)
    cycols[j] = cycols[j+1];
cycols[cyc->low] = temp;
}
else {
    temp = cycols[cyc->high];
    for (j=cyc->high; j > cyc->low; j--)
        cycols[j] = cycols[j-1];
    cycols[cyc->low] = temp;
}
}
if (anyChange) LoadRGB4(viewport,cycols,nColors);
}

#ifdef IS_AZTEC
    /* this is necessary */
#endif
asm
    movem.l (sp)+,a2-a7/d2-d7
#endif
return(0); /* interrupt routines have to do this */
}

/*
 * Code to install/remove cycling interrupt handler
 */
LOCAL char myname[] = "MyVB"; /* Name of interrupt handler */
LOCAL struct Interrupt intServ;
typedef void (*VoidFunc)();

StartVBlank() {
#ifdef IS_AZTEC
    intServ.is_Data = GETAZTEC(); /* returns contents of register a4 */
#else
    intServ.is_Data = NULL;
#endif
    intServ.is_Code = (VoidFunc)&MyVBlank;
    intServ.is_Node.ln_Succ = NULL;
    intServ.is_Node.ln_Pred = NULL;
    intServ.is_Node.ln_Type = NT_INTERRUPT;
    intServ.is_Node.ln_Pri = 0;
    intServ.is_Node.ln_Name = myname;
    AddIntServer(5,&intServ);
}

StopVBlank() { RemIntServer(5,&intServ); }

/**/
```

```
*****
* Copyright 1988 by CREATIVE FOCUS. This code is freely
* distributable as long as this notice is retained and no
* other conditions are imposed upon its redistribution.
*
* APACK.ASM --
*
* A fully compatible replacement for Electronic Arts' PACKER.C
* routine. Converts data according to the IFF ILBM cmpByteRunL
* compression protocol:
*
* control bytes:
*
*   n = 0..127: followed by n+1 bytes of data;
*   n = -1..-127: followed by byte to be repeated -n+1 times;
*   n = -128: don't do no nada.
*
* calling format:
*
*   long PackRow(from, too, amt)
*     char **from, /* pointer to source data pointer */
*             **too; /* pointer to destination data pointer */
*     long amt; /* number of bytes to compress */
*
*   return(number of bytes written to destination);
*
* effects:
*
*   *from = *from + amt, and *too = *too + return;
*   return is "smart," that is, not greater than
*   MaxPackedSize = amt + ((amt+127) >> 7).
*
* By commenting out CHECK (below) you disable checking for runs
* exceeding 128 bytes. That CHECK is not needed if you are sure
* the amt to be compressed is always 128 or less.
*
* !!! DISCLAIMER !!! You use this code entirely at your own
* risk. I don't warrantee its fitness for any purpose. I
* can't even guarantee the accuracy of anything I've said
* about it, though I've tried my damndest to get it right.
* I may, in fact, be completely out of my tiny little mind :-).
*
* That being said, I can be reached for questions, comments,
* or concerns at:
*
* Dr. Gerald Hull
* CREATIVE FOCUS
* 12 White Street
* Binghamton, N.Y. 13901
* (607) 648-4082
*
* bix: ghull
* PLink: DRJERRY
*
*****
xdef _PackRow
PT equr a0          -> beginning of replicate run (if any)
IX equr a1          -> end+1 of input line
IP equr a2          -> beginning of literal run (if any)
IQ equr a3          -> end+1 of lit and/or rep run (if any)
OP equr a4          -> end+1 of output line current pos
FP equr a6          frame pointer
SP equr a7          stack pointer
```

```
RT equr d0          return value
MX equr d1          check for maximum run = MAX
AM equr d2          amount
CH equr d3          character

REGS reg AM/CH/IP/IQ/OP

FRM equ 8           input line address
TOO equ 12          output line address
AMT equ 16          length of input line

MAX equ 128         maximum encodable output run
* CHECK equ 1         turns on maximum row checking

_PackRow

*****
CASE 0: GRAB PARAMS & INITIALIZE
CAS0
link FP,#0
move.m 1 REGS,-(SP)
movea.l FRM(FP),IP
movea.l (IP),IP
movea.l IP,IQ
movea.l IQ,IX
adda.l AMT(FP),IX
movea.l TOO(FP),OP
movea.l (OP),OP

IP = *from
IQ = IP
IX = IP + amt
OP = *too

*****
CASE 1: LITERAL RUN
CAS1
movea.l IQ,PT
move.b (IQ)+,CH
cmpa.l IQ,IX
beq.s CAS5

ifd CHECK
move.l IQ,MX
sub.l IP,MX
cmpl #MAX,MX
beq.s CAS6
endc

if run has reached MAX
branch to case 6

if next character != CH
stay in case 1

else fall into case 2

*****
CASE 2: AT LEAST 2 BYTE REPEAT
CAS2
move.b (IQ)+,CH
cmpl IQ,IX
beq.s CAS7

ifd CHECK
move.l IQ,MX
sub.l IP,MX
cmpl #MAX,MX
beq.s CAS6
endc

if run has reached MAX
branch to case 6

if next character != CH
branch to case 1

else fall into case 3
```

```

***** CASE 3: REPLICATE RUN
CAS3 move.b (IQ)+,CH grab character
      cmpa.l IQ,IX if input is finished
      beq.s CAS7 branch to case 7

      ifd CHECK
move.l IQ,MX
sub.l PT,MX
cmpi #MAX,MX
beq.s CAS4 if run has reached MAX
branch to case 4

      cmp.b (IQ),CH if next character = CH
      beg.s CAS3 stay in case 3
*
      else fall into case 4

***** CASE 4: LIT AND/OR REP DUMP & CONTINUE
CAS4 move.l PT,AM
sub.l IP,AM AM = PT - IP
* beq.s C41 if no literal run
branch to replicate run

      subq #1,AM AM = AM - 1
move.b AM,(OP)+ output literal control byte

C40 move.b (IP)+,(OP)+ output literal run
      dbra AM,C40

C41 move.l PT,AM
sub.l IQ,AM AM = PT - IQ (negative result!)
addq #1,AM AM = AM + 1
move.b AM,(OP)+ output replicate control byte
move.b CH,(OP)+ output repeated character
movea.l IQ,IP reset IP
bra.s CAS1 branch to case 1 (not done)

***** CASE 5: LITERAL DUMP & QUIT
CAS5 move.l IQ,AM
sub.l IP,AM AM = IQ - IP (positive result > 0)
subq #1,AM AM = AM - 1
move.b AM,(OP)+ output literal control byte

C50 move.b (IP)+,(OP)+ output literal run
      dbra AM,C50

      bra.s CAS8 branch to case 8 (done)

      ifd CHECK

***** CASE 6: LITERAL DUMP & CONTINUE
CAS6 move.l IQ,AM
sub.l IP,AM AM = IQ - IP (positive result > 0)
subq #1,AM AM = AM - 1
move.b AM,(OP)+ output literal control byte

C60 move.b (IP)+,(OP)+ output literal run
      dbra AM,C60

      bra CAS1 branch to case 1 (not done)

```

```

      endc

***** CASE 7: LIT AND/OR REP DUMP & FINISH
CAS7 move.l PT,AM
sub.l IP,AM AM = PT - IP (positive result > 0)
* beq.s C71 if no literal run
branch to replicate run

      subq #1,AM AM = AM - 1
move.b AM,(OP)+ output literal control byte

C70 move.b (IP)+,(OP)+ output literal run
      dbra AM,C70

C71 move.l PT,AM AM = PT - IQ (negative result)
sub.l IQ,AM AM = AM + 1
addq #1,AM output replicate control byte
move.b AM,(OP)+ output repeated character
move.b CH,(OP)+

* fall into case 8

***** CASE 8: ADJUST PARAMS & RETURN VALUE
CAS8 movea.l FRM(FP),PT
move.l IQ,(PT)
movea.l TOO(FP),PT PT = **from
*from = *from + amt
PT = **too

      move.l OP,RT
sub.l (PT),RT return = OP - *too

      move.l OP,(PT)
movea.l (SP)+,REGS *too = *too + return
UNLK FP
rts

      end

```

Section J

Function Index

This section contains an alphabetical listing of system functions. Use this when you know the name of a function, but not what system module the function is a part of.

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** dos.library is documented in the AmigaDOS Manual

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