AcceptHighLevelEvent	Accept a high-level event
ActivatePalette	Reset window parameters following status change
ADBOp	Send a bus command byte
ADBReInit	Reinitialize bus
AddComp	Add a new procedure to device record's complement search list
AddDrive	Add a drive to the drive queue
AddIconToSuite	Add an icon to an icon family
AddPt	Add coordinates of two points
AddResMenu	Append names of selected resource type to menu
AddResource	Make arbitrary data in memory into a resource
AddSearch	Add a new procedure to device record's search procedure list
AECoerceDesc	Coerce data in desc. record to desc. type
AECoercePtr	Coerce data into desc. type using a pointer
AECountItems	Count descriptor records in a descriptor list
AECreateAppleEvent	Create an Apple Event
AECreateDesc	Create descriptor record
AECreateList	Create an empty descriptor list or AE record
AEDeleteItem	Delete a desc record from a desc. list
AEDeleteKeyDesc	Delete descriptor list
AEDeleteParam	Delete parameter
AEDisposeDesc	Deallocate memory used by a desc. record
AEDuplicateDesc	Make copy of a descriptor record
AEGetArray	Convert AE array to Pascal or C array
AEGetAttributeDesc	Descriptor record for AE attribute
AEGetAttributePtr	Obtain data from Apple Event
AEGetCoercionHandler	Get a coercion handler
AEGetEventHandler	Get an event handler
AEGetInteractionAllowed	Get user interaction preferences
AEGetKeyDesc	Get keyword descriptor record
AEGetKeyPtr	Get data/descriptor records
AEGetNthDesc	Get desc. record from a desc. list
AEGetNthPtr	Access data in a descriptor list
AEGetParamDesc	Get parameter description
AEGetParamPtr	Get parameter pointer
AEGetSpecialHandler	Get a special handler
AEGetTheCurrentEvent	Get the current event
AEInstallCoercionHandler	Install a coercion handler
AEInstallEventHandler	Install an event handler
AEInstallSpecialHandler	Install a special handler
AEInteractWithUser	Interact with user
AEProcessAppleEvent	Process an Apple Event
AEPutArray	Put AE data into a descriptor list
AEPutAttributeDesc	Create Apple Event attribute
AEPutAttributePtr	Use pointer to create AE attribute
AEPutDesc	Add descriptor record to a descriptor list
AEPutKeyDesc	Create keyword descriptor record
AEPutKeyPtr	Create keyword desc. record from pointer
AEPutParamDesc	Create Apple Event parameter
AEPutParamPtr	Use pointer create AE parameter
AEPutPtr	Put data into descriptor record; list
AERemoveCoercionHandler	Remove a coercion handler
AERemoveEventHandler	Remove an event handler
AERemoveSpecialHandler	Remove a special handler

AEResetTimer	Reset the timer
AEResumeTheCurrentEvent	Resume the current event
AESend	Send an Apple Event
AESetInteractionAllowed	Allow server interaction with user
AESetTheCurrentEvent	Set the current event
AESizeOfAttribute	Size/descriptor type of attribute
AESizeOfKeyDesc	Desc. type of descriptor record
AESizeOfNthItem	Desc. type of desc. record in desc. list
AESizeOfParam	Get size and descriptor type of
AESuspendTheCurrentEvent	Suspend the current event
AFPCommand	Pass an AFP command to the server
Alert	Draw an alert and process user interaction
Allocate	Increase the physical size of an open file
AllocContig	Allocate contiguous space on disk
AllocCursor	Reallocate cursor memory
AllowPurgePixels	Mark the pixel map's offscreen buffer as purgeable
AngleFromSlope	Calculate angle given slope
AnimateEntry	Change an entry's color value to that specified by a source RGB.
AnimatePalette	Change a range of entries to color specified by source RGB
AOff	Switch off power to SCC and -5 volt supply if portB not in use
AOn	Switch on power to the SCC and the -5 volt supply
AOnIgnoreModem	Switch on power to SCC, -5 volt supply and serial driver chips
AppendDITL	Append items to the end of a dialog item list
AppendMenu	Add one or more items to a menu
ApplicZone	Get address of the start of application heap zone
ASPAbortOS	Abort a pending ASPOpenSession call
ASPCloseAll	Close every active session
ASPCloseSession	Close a workstation/server session
ASPGetParms	Get three ASP parameters
ASPGetStatus	Get server status
ASPOpenSession	Initiate a workstation/server session
ASPUserCommand	Send a command to the server
ASPUserWrite	Transfer data on a session
AssociateSection	Update a section's alias record
ATEvent	Call all routines with specified event code
ATPAddRsp	Send one additional response packet
ATPCloseSocket	Close a responding socket
ATPGetRequest	Set up to receive a call
ATPKillAllGetReq	Cancel all calls to **ATPGetRequest**
ATPLoad	Load .ATP driver
ATPOpenSocket	Open a socket to receive requests
ATPPreFlightEvent	Test all routines with specified event code
ATPReqCancel	Dequeue a call
ATPRequest	Send a request to another socket
ATPResponse	Send a response packet
ATPRspCancel	Dequeue a call
ATPSndRequest	Send a request to another socket
ATPSndRsp	Send a response to another socket
ATPUnload	Make the.ATP driver purgeable
AttachVBL	Make specified slot the primary video slot
BackColor	Select background color
BackPat	Set background pattern

BackPixPat	Set color background pattern
BatteryStatus	Get status of battery charger and voltage level
BeginUpdate	Signal start of window update
BitAnd	Obtain bitwise AND of two 32-bit longs
BitClr	Clear a specified bit in a bit string to a 0
BitMapToRegion	Convert bitmaps or pixel maps to regions
BitNot	Obtain bitwise NOT (complement) of two longs
BitOr	Obtain bitwise OR of two 32-bit longs
BitSet	Set a specified bit in a bit string to a 1
BitShift	Obtain result of left- or right-shifted 32-bit value
BitTst	Determine state of a bit in a bit string
BitXor	Obtain bitwise XOR of two 32-bit longs
BlockMove	Copy memory from one place to another
BOff	Switch off power to SCC and -5 volt supply if portA not in use
BOn	Switch on power to SCC, -5 volt supply and serial driver chips
BringToFront	Bring a window to the front without activating it
BuildBDS	Build a BDS
BuildDDPwds	Build a single-frame write data structure
BuildLAPwds	Build a single-frame write data structure
Button	See if the mouse button is up or down
CalcCMask	Generate a pixMap mask into which paint will not leak
CalcMask	Create a 'lasso-like' mask of enclosed boundary
CalcMenuSize	Calculate the size of a menu rectangle
CalcVis	Calculate the visible region of a window
CalcVisBehind	Calculate visRgn of a window and all behind it
CallEditionOpenerProc	Call an edition opener procedure pointer
CallFormatIOProc	Call a format IO procedure.
CatMove	Transfer file or directory to another directory on the same volume
CautionAlert	Perform Alert, displaying 'caution' icon
Chain	Terminate and execute another application
ChangedResource	Tag resource for update to disk
Char2Pixel	Find the screen position of carets and selection points
CharByte	Check character type of byte at given offset
CharExtra	Widen or narrow every character by specified amount
CharType	Check character type of byte at given offset
CharWidth	Get width of one character
CheckItem	Place/remove a check mark to left of menu item
CheckUpdate	Generate update event if needed
ClearMenuBar	Redraw the menu bar with no menus
ClipAbove	Clip the clipRgn of the Window Manager port
ClipRect	Set clipping region to a rectangle
CloseCPort	Close a color graphics port
CloseDeskAcc	Close a desk accessory
CloseDialog	Close dialog window and free some related data
CloseDriver	Close a device driver
CloseEdition	Close the edition.
ClosePicture	Stop recording picture information
ClosePoly	Stop recording polygon vertices
ClosePort	Release memory used by an open GrafPort
CloseResFile	Close and update resource file; free memory used
CloseRgn	Stop recording region definition; obtain its data
CloseWD	Close and release a working directory
CloseWindow	Remove window from screen; keep WindowRecord

ClrAppFiles	Let the Finder know that you have processed a file
CMY2RGB	Convert cyan, magenta, yellow color to a red, green, blue color
Color2Index	Find best approximation to given specific color
ColorBit	Select color plane for subsequent drawing
Comp3to1	Compress a sound at a ratio of 3:1
Comp6to1	Compress a sound at a ratio of 6:1
CompactMem	Compact heap until a specified block is available
CompactMemSys	Compact system heap until a specified block is available
Control	Send control information to the device driver
CopyBits	Copy bitMap or pixMap, with optional scaling, clipping, etc.
CopyDeepMask	Combine the effects of CopyBits and CopyMask
CopyMask	Copy between bitMaps or pixMaps, using masking bitMap
CopyPalette	Copy palettes from other palettes and from color tables
CopyPixMap	Duplicate a pixMap
CopyPixPat	Duplicate contents and structures of one pixPat into another
CopyRgn	Duplicate region's structure to an existing region
CouldAlert	Make an alert and related resources unpurgeable
CouldDialog	Make a dialog and related resources unpurgeable
Count1Resources	Get "1-deep" count of resources of selected type
Count1Types	Get total number of resource types in current file
CountADBs	Count number of devices connected to bus
CountAppFiles	Count selected files; determine Open or Print
CountDITL	Count the items in a dialog item list
CountMItems	Find how many items are in a menu
CountResources	Find how many of a selected resource type exist
CountTypes	Get total number of resource types in open files
Create	Create a new empty file (both forks)
CreateEditionContainerFile	Create an empty edition container
CreateResFile	Create a new resource file or resource fork
CTab2Palette	Copy color table fields into a Palette record
CTabChanged	Get a new seed (a unique identifier) for the color table
CurResFile	Get reference number of current resource file
CustomGetFile	Use for more control over the **Open** dialog box
CustomPutFile	Use for more control over the **Save** dialog box
Date2Secs	Convert a DateTimeRec into a 'raw' seconds value
DBBreak	Halt execution of a query
DBDisposeQuery	Dispose of a query record and free all memory
DBEnd	Terminate a session with a data server
DBExec	Initiate execution of a query
DBGetConnInfo	Initiate a session with a data server
DBGetErr	Send a single data item to the data server
DBGetItem	Retrieve the next data item from the data server
DBGetNewQuery	Create a QueryRecord
DBGetQueryResults	Retrieve and store the results returned by a query
DBGetResultHandler	Return a pointer to a result handler
DBGetSessionNum	Get a session number
DBInit	Initiate a session with a data server
DBInstallResultHandler	Install a result handler
DBKill	Cancel the execution of an asynchronous call
DBRemoveResultHandler	Remove an application result handler
DBResultsToText	Convert data to text

DBSend	Send a query or a portion of a query to the data server
DBSendItem	Send a single data item to the data server
DBStartQuery	Call a query
DBState	Indicate the status of the data server
DBUnGetItem	Reverse last call to **DBGetItem**
DDPCloseSocket	Remove a socket and its listener from the table
DDPOpenSocket	Add a socket and its listener to the table
DDPRdCancel	Dequeue a DDPRead call
DDPRead	Receive a datagram from another socket
DDPWrite	Send a datagram to another socket
Debugger	Invoke debugger
DebuggerEnter	Enter the debugger state
DebuggerExit	Exit the debugger state
DebuggerGetMax	Get the highest function number supported
DebuggerLockMemory	Make part of the address space immovable
DebuggerPoll	Poll for keyboard input
DebuggerUnlockMemory	Make part of the address space movable
DebugStr	Invoke debugger, passing string to be displayed
DeferUserFn	Can code that might cause page faults be called safely?
Delay	Pause execution for a specified interval
DelComp	Remove custom complement search procedure
DeleteEditionContainerFile	Remove an edition container
DeleteMenu	Remove a menu from the menu list
DeleteUserIdentity	Invalidate a username and password.
DelMCEntries	Deletes menu color information for a menu item
DelMenuItem	Delete an item from a menu
DelSearch	Remove custom search procedure
DeltaPoint	Calculate distance between two points
Dequeue	Remove an element from a queue
DetachResource	Prevent resource discard when file closed
DeviceLoop	Draw across multiple screen devices
DialogSelect	Process one modeless dialog event
DIBadMount	Process a disk insert event which caused an error
DiffRgn	Subtract a region from another, yielding difference
DIFormat	Format a disk
DILoad	Load Disk Init package and make unpurgeable
DirCreate	Create a directory
DisableIdle	Disable the Idle state
DisableItem	Dim a menu or a menu item; make non-selectable
DisableWUTime	Disable the wakeup timer
DiskEject	Eject disk from specified drive
DispMCInfo	Dispose memory used by the menu color table
DisposCCursor	Deallocate all color cursor structures
DisposCIcon	Release all CIcon structures and memory
DisposCTable	Dispose of the color table's handle
DisposDialog	Close dialog and release all related memory
DisposeControl	Remove control from screen and free its memory
DisposeIconSuite	Dispose of icon family
DisposeMenu	Release memory menu created via NewMenu
DisposePalette	Deallocate palette and associated animation entries
DisposeRgn	Deallocate memory used to store a region
DisposeScreenBuffer	Dispose of memory for offscreen buffer and color table
DisposeWindow	Remove window from screen; dispose its memory
DisposGDevice	Deallocate graphics device handle, memory, & data structures
DisposHandle	Free allocation created via NewHandle

DisposPictInfo	Dispose of data structures
DisposPixMap	Completely deallocate a pixMap
DisposPixPat	Deallocate all memory and structures reserved by NewPixPat
DisposPtr	Release nonrelocatable memory block
DlUnload	Unload Disk Init package; make it purgeable
DIVerify	Verify readability of a disk
DIZero	Prepare formatted disk to receive files
DlgCopy	Copy selected text from editText item to TE scrap
DlgCut	Cut selected text from current editText item
DlgDelete	Delete text selection from current editText item
DlgPaste	Copy TextEdit scrap over selected editText item
DoVBLTask	Execute VBL tasks in the queue for a specified slot
DragControl	Track mouse with a dotted-line image of a control
DragGrayRgn	Drag outline of a region as mouse moves
DragWindow	Track the mouse and move a window
Draw1Control	Draw a single control
DrawChar	Draw a character at current pen location
DrawControls	Draw all controls visible in a window
DrawDialog	Draw the contents of a dialog box
DrawGrowIcon	Draw a window's sizing region
DrawJust	Draw this text in this spot
DrawMenuBar	Display the titles of all menus in the menu list
DrawNew	Erase or updates a window
DrawPicture	Draw a pre-defined picture, scaled to desired size
DrawString	Draw a length-prefixed string of characters
DrawText	Draw text from any arbitrary buffer
DriveStatus	Get information about a drive
DTInstall	Add task to deferred task queue
DrvrInstall	Install a driver
DrvrRemove	Remove a driver
EAddMulti	Add a multicast address to the node
EAttachPH	Attach protocol handler to The .ENET Driver
EDelMulti	Decrement a multicast address counter
EDetachPH	Detach a protocol handler from The .ENET Driver
EditionHasFormat	What formats are available?
EGetInfo	Return information about The .ENET Driver.
Eject	Eject a volume from its drive
EmptyHandle	Purge a particular relocatable block
EmptyRect	Determine if a rectangle is empty
EmptyRgn	Determine if a region is empty
EnableItem	Undim a menu or a menu item; make selectable
EndUpdate	Signal end of window update after BeginUpdate
Enqueue	Add an element to the end of a queue
EnterSupervisorMode	Switch caller into supervisor mode
Entry2Index	Return the index for an entry in current palette
Environs	Get ROM version number and machine type
EqualPt	Check if two points are identical
EqualRect	Find if two rectangles are equal
EqualRgn	Determine if two regions are identical
EqualString	See if two Pascal-style strings are equal
EraseArc	Fill wedge of an oval with background pattern
EraseOval	Fill oval with background pattern
ErasePoly	Fill polygon with background pattern
EraseRect	Fill rectangle with background pattern
EraseRgn	Fill region with background pattern

EraseRoundRect	Fill rounded-rectangle with background pattern
ERdCancel	Cancel execution of a specific call to the ERead function.
ERead	Read a data packet and place it in a data buffer.
ErrorSound	Set up to use non-standard sounds for alerts
ESetGeneral	Switch The .ENET Driver to general-transmission
EventAvail	Get an event without removing it from the queue
EWrite	Send a data packet over Ethernet.
ExitToShell	Terminate caller; release heap and launch Finder
Exp1to3	Expand a sound previously compressed at a ratio of 3:1
Exp1to6	Expand a sound previously compressed at a ratio of 6:1
FillArc	Fill a wedge of an oval with specified pattern
FillCArc	Fill an arc with a multicolored pattern
FillCOval	Fill an oval with a multicolored pattern
FillCPoly	Fill a polygon with a multicolored pattern
FillCRect	Fill a rectangle with a multicolored pattern
FillCRgn	Fill a region with a multicolored pattern
FillCRoundRect	Fill a rounded rectangle with a multicolored pattern
FillOval	Fill an oval with specified pattern
FillPoly	Fill interior of a Polygon with specified pattern
FillRect	Fill rectangle with specified pattern
FillRgn	Fill region with specified pattern
FillRoundRect	Fill a rounded-rectangle with specified pattern
FindControl	Find control selected in mouse-down event
FindDItem	See which item is at a specified point
FindFolder	Find a specified folder
FindScriptRun	Find the next block of Roman/native text in a script run
FindWindow	See which window part, including menu bar, is at a point
FindWord	Locate a position in a string
FInitQueue	Clear enqueued File Manager calls
Fix2Frac	Convert a Fixed to a Fract data type
Fix2Long	Convert a Fixed to a long data type
Fix2SmallFract	Convert a Fixed to a SmallFract data type
Fix2X	Convert a Fixed to an Extended data type
FixATan2	Extract arctangent of quotient of two values
FixDiv	Divide one 32-bit quantity by another
FixMul	Get fixed-point product of two integers
FixRatio	Get fixed-point quotient of two integers
FixRound	Get nearest integer to a fixed-point value
FlashMenuBar	Invert one menu title or entire menu bar
FlushDataCache	Flush the data cache
FlushEvents	Discard all or selected events from event queue
FlushFonts	Clear Font Manager's memory
FlushInstructionCache	Flush the instruction cache
FlushVol	Update disk with any unwritten data
FMSwapFont	Obtain information about an adapted font
Font2Script	Translate a font ID into a script code
FontMetrics	Obtain font information as fixed-point data types
FontScript	Obtain script code for the font script
ForeColor	Select color for use in foreground drawing
ForEachIconDo	Perform action for specified members of an icon family
Format2Str	Convert a canonical number format to a format string
FormatStr2X	Convert a numeric string into a SANE number
FormatX2Str	Convert a SANE number into a numeric string
Frac2Fix	Convert a Fract to a Fixed data type

Frac2X	Convert a Fract to an Extended data type
FracCos	Extract cosine of a Fixed, returning a Fract
FracDiv	Divide one 32-bit quantity by another
FracMul	Multiply Fract by Fract, long, or Fixed
FracSin	Extract sine of a Fixed, returning a Fract
FracSqrt	Extract square root of a Fract, returning a Fract
FrameArc	Draw an arc
FrameOval	Draw an oval within a specified rectangle
FramePoly	Draw the lines that make up a polygon
FrameRect	Draw the outline of rectangle
FrameRgn	Draw the outline of a region
FrameRoundRect	Draw a rounded-corner rectangle
FreeAlert	Undo resource locking of CouldAlert
FreeDialog	Undo resource locking of CouldDialog
FreeMem	Get amount of free space in current heap zone
FreeMemSys	Get amount of free space in system zone
FrontWindow	Obtain a pointer to the frontmost window
FSClose	Close a file
FSDelete	Delete an unopened file or empty directory
FSMakeFSSpec	Convert a file or directory spec into an FSSpec record
FSOpen	Open the data fork of an existing file
FSpCatMove	Change a file's location
FSpCreate	Create a new file and set the type and creator
FSpCreateResFile	Create resource file using FSSpec
FSpDelete	Remove a closed file
FSpDirCreate	Create a new directory
FSpExchangeFiles	Swap the files' data
FSpGetFInfo	Get Finder information
FSpOpenDF	Create an access path to the data fork of a file
FSpOpenRF	Create an access path to the resource fork of a file
FSpOpenResFile	Open resource file specified by an FSSpec
FSpRename	Change a file's name
FSpRstFLock	Unlock a file
FSpSetFInfo	Set the Finder information
FSpSetFLock	Lock a file
FSRead	Read from open file
FSWrite	Write data from memory to a file
GDeviceChanged	Notify QuickDraw of a graphics device record change
Gestalt	Get information about the operating environment
Get1IndResource	Get Handle to a resource, given its 1-deep index
Get1IndType	Get a a resource's type, given its 1-deep index
Get1NamedResource	1-deep read a named resource; get its Handle
Get1Resource	Read resource from current file; get its Handle
GetADBInfo	Get such data as: ID, data area address, service routine
GetAliasInfo	Get information from an AliasRecord
GetAlrtStage	Get stage of last Alert
GetAppFiles	Get information about files selected in the Finder
GetAppFont	Fetch the ID of the current application font
GetApplLimit	Obtain current application heap limit
GetAppParms	Get application name, resource file reference, et al.
GetAuxCtl	Return handle to control's color table
GetAuxWin	Get a handle to the auxiliary window record
GetBackColor	Return current background color
GetBridgeAddress	Get bridge's current address
GetCaretTime	Obtain insertion-point cursor blink interval
GetCCursor	Create a new CCursr data structure

GetCIcon	Allocate, initialize and return a handle to a CIcon structure
GetClip	Obtain a copy of the current clipping Region
GetColor	Display Color Picker dialog box
GetCPixel	Return the pixel color at a specified location
GetCPUSpeed	Return the current effective clock speed of the CPU
GetCRefCon	Query control's reference value
GetCTable	Allocate and initialize a new color table data structure
GetCTitle	Get a copy of text associated with a control
GetCtlAction	Query the address of the a control's action routine
GetCtlMax	Query the maximum value allowed for a control
GetCtlMin	Query the minimum value allowed for a control
GetCtlValue	Obtain the current setting of a control
GetCTSeed	Return unique seed value for application's color table
GetCurrentProcess	Get the process serial number of a particular process
GetCursor	Get a Handle to a specified 'CURS' resource
GetCVariant	Return variant code for specific window
GetCWMgrPort	Provide address of color window for drawing
GetDateTime	Obtain 'raw seconds' value of Time variable
GetDblTime	Find max delay between clicks of a double click
GetDCtlEntry	Get the location of a Device Control Entry
GetDefaultStartup	Return default startup device information
GetDefaultUser	Get user number and name of current user
GetDefFontSize	Retrieve the size of the current default font
GetDeviceList	Get handle to first device on Device List
GetDItem	Obtain dialog item type, Handle, and rectangle
GetDrvQHdr	Obtain pointer to the drive queue header
GetEditionFormatMark	Locate the current marker for a particular format
GetEditionInfo	Return information about a section's edition
GetEditionOpenerProc	Locate the current edition opener procedure
GetEntryColor	Access a palette entry for potential color change
GetEntryUsage	Find out the usage of a palette entry's color
GetEnvirons	Retrieve value of Script Manager global variables
GetEOF	Obtain the size of an open file (logical EOF)
GetEvQHdr	Get address of event queue header
GetFInfo	Obtain file type, creator, icon position, etc.
GetFNum	Obtain font number associated with a font name
GetFontInfo	Obtain font sizing information
GetFontName	Obtain name of font associated with a font number
GetForeColor	Return current foreground color
GetFormatOrder	In what order should format runs be drawn?
GetFPos	Obtain position of the file mark of an open file
GetFrontProcess	Get serial number of foreground process
GetFSQHdr	Obtain pointer to the file I/O queue header
GetGDevice	Obtain the current graphics device's handle
GetGray	Get best available intermediate color
GetGrayRgn	Return handle to current desktop gray region
GetGWorld	Get the current graphics world
GetGWorldDevice	Get a handle to the device attached to the offscreen world
GetGWorldPixMap	Get a handle to the pixel map for an offscreen graphics world
GetHandleSize	Get size of a Handle's data area
GetIcon	Obtain Handle to a specified 'ICON' resource
GetIconCacheData	Get data associated with an icon cache
GetIconCacheProc	Get procedure associated with an icon cache

GetIconFromSuite	Obtain a specified icon from an icon family
GetIconSuite	Create and fill a new icon family
GetIndADB	Find address of indexed bus device
GetIndPattern	Get Pattern from an indexed 'PAT#' resource
GetIndResource	Get a Handle to a resource, given its index
GetIndString	Get Handle to a string from an indexed resource
GetIndType	Get a ResType of a resource, given its index
GetItem	Get the text of a menu item
GetItemCmd	Query current command character of a menu item
GetItemIcon	See which icon, if any, is attached to a menu item
GetItemMark	Query current mark character of a menu item
GetItemStyle	Obtain current character formatting of menu item
GetIText	Obtain a copy of the text of an editText item
GetKeys	Get a map of the state (up or down) of all keys
GetLabel	Get color and string used in the lable menu of the Finder
GetLastEditionContainerUsed	Get default edition to display
GetLocalZones	Get AppleTalk zone names on the local network
GetMainDevice	Get handle to main graphics device that carries the menu bar
GetMaskTable	Get table of masks from ROM
GetMaxDevice	Return handle to graphics device with greatest pixel depth
GetMBarHeight	Fetch the height of the menu bar
GetMCEntry	Get address of a particular menu color table entry
GetMCInfo	Make a copy of the current menu color table
GetMenu	Get a Handle to a menu from a 'MENU' resource
GetMenuBar	Get a Handle to the menu list
GetMHandle	Given a menu ID, obtain a Handle to the menu
GetMMUMode	Get the current address translation mode
GetMouse	Obtain the current position of the mouse
GetMyZone	Get AppleTalk zone name
GetNamedResource	Read a named resource; get its Handle
GetNewControl	Create a control, get parms from 'CNTL' resource
GetNewCWindow	Create color window from template in resource file
GetNewDialog	Create a dialog using 'DLOG' resource parameters
GetNewMBar	Read a menu list from a resource (type 'MBAR')
GetNewPalette	Use 'pltt' resource to create new palette
GetNewWindow	Create a window as defined in a resource
GetNextDevice	Return handle to next graphics device on Device List
GetNextEvent	Obtain next available event of specified type(s)
GetNextProcess	Get the process serial number of the next process
GetNodeAddress	Get caller's node ID and network number
GetOSDefault	Identify default operating system
GetOSEvent	Low-level read (remove) next event from queue
GetOSTrapAddress	Obtain address of operating system function
GetOutlinePreferred	Determine if TrueType fonts are preferred
GetPageState	Get the state of a page of logical memory
GetPalette	Return handle to source window's palette
GetPaletteUpdates	Return the update attribute of a palette
GetPattern	Get Handle to a specified 'PAT ' resource
GetPen	Obtain current pen position
GetPenState	Obtain current location, size, and mode of pen
GetPhysical	Translate logical addresses to physical ones
GetPictInfo	Examine a single picture
GetPicture	Get a Handle to a specified 'PICT' resource

GetPixBaseAddr Get a pointer to the beginning of the pixel map's pixels
GetPixel Find whether a specified pixel is black or white
GetPixelsState Get state of the pixel map's offscreen buffer
GetPixMapInfo Examine a single pixel map
GetPixPat Create a new pixPat structure
GetPort Find which GrafPort is currently active
GetPortNameFromProcessSerialNumber Get port name
GetPreserveGlyph Find whether TrueType glyph shape is preserved or not
GetProcessInformation Get information about the specified process
GetProcessSerialNumberFromPortName Get serial number
GetPtrSize Obtain the size of a nonrelocatable memory block
GetResAttrs Get resource attributes (purgeable, locked, etc.)
GetResFileAttrs Obtain resource file attributes
GetResInfo Given a Handle, obtain resource ID, type, and name
GetResource Read a resource into memory; get its Handle
GetScrap Read one item from the desk scrap
GetScript Retrieve local script variables and routine vectors
GetSpecificHighLevelEvent Select/retrieve specific HLE
GetStandardFormats Get the alias used in the **GoToPublisherSection**
GetStdFilterProc Get a pointer to the Dialog Manager's standard dialog filter
GetString Get Handle of a string from a resource
GetStylHandle Obtain a handle to a TEStyleRec
GetStylScrap Copy styles of selection; obtain handle to StScrpRec
GetSubTable Map RGB values from main color table to target color tables
GetSuiteLabel Specify a default label for an icon family
GetSysFont Fetch the ID of the current system font
GetSysJust Say whether system font is right- or left-justified
GetSysPPtr Get address of start of Parameter RAM data
GetTime Get current date and time in DateTimeRec format
GetTimeout How long to wait for a response from internal hard disk
GetToolTrapAddress Obtain address of toolbox function
GetTrapAddress Obtain address of code executing system functions
GetVBLQHdr Get the address of the VBL queue header
GetVCBQHdr Obtain addr of volume control block queue header
GetVideoDefault Find startup monitor's slot number and resource ID
GetVInfo Get volume name, reference number, free bytes
GetVol Get name and reference number of default volume
GetVRefNum Get volume reference number of an open file
GetWDInfo Query information about an existing working directory
GetWindowPic Return a picture defining a window's contents
GetWMgrPort Obtain a pointer to the Window Manager port
GetWRefCon Obtain a window's reference value
GetWTitle Obtain the text of a window's title
GetWUTime Get the current wakeup time settings
GetWVariant Return variant code for specified window
GetZone Get address of the current heap zone
GetZoneList Returns a list of all the zone names on the internet.
GlobalToLocal Obtain local coordinates of global point
GoToPublisherSection Resolve the alias in the edition
GrafDevice Set the device field for a GrafPort
GrowWindow Stretch a window over one or more screens
GZSaveHnd Get Handle to data to not move during zone growth
HandAndHand Concatenate data from one Handle to another
HandleZone Find which heap zone owns relocatable block

HandToHand	Create new Handle and copy Handle data to it
HasDepth	Check to see whether device supports given pixel depth
HClrRBit	Clear relocatable block's resource tag
HCreate	Create a new file like PBHCreate and set type and creator
HCreateResFile	Create a new resource file or resource fork
HDelete	Delete an unopened file or empty directory
HGetFInfo	Obtain file type, creator, icon position, etc
HGetState	Obtain the value of a relocatable block's tag byte
HGetVol	Obtain default volume/directory name and reference
HideControl	Erase a control and make it invisible
HideCursor	Remove the mouse cursor from the screen
HideDItem	Move an item off screen; deactivate
HidePen	Make subsequent pen motion invisible
HideWindow	Make a window invisible
HiliteColor	Change highlight color
HiliteControl	Make control active/inactive; highlight/dim part
HiliteMenu	Highlight or unhighlight menu title
HiliteText	Find characters between two offsets for highlighting
HiliteWindow	Highlight or unhighlight a window
HiWord	Obtain most-significant 16 bits of 32-bit operand
HLock	Lock a Handle's data area (keep it from moving)
HLockHi	Move a block as high as possible and lock it
HMBalloonPict	Get a handle to the help picture
HMBalloonRect	Get the coordinates of the help message rectangle
HMExtractHelpMsg	Extract the help balloon content
HMGetBalloons	Is Balloon Help on or off?
HMGetBalloonWindow	Get a pointer to the current help balloon's window record
HMGetDialogResID	Return the resource ID for the 'hdlg' template
HMGetFont	Return the global font number
HMGetFontSize	Get information about the font size
HMGetHelpMenuHandle	Return a copy of a handle to the Help menu
HMGetIndHelpMsg	Extract balloon content and get additional information
HMGetMenuResID	Get information about the menus
HMIsBalloon	Is there a help balloon on the screen?
HMRemoveBalloon	Remove any balloon that is currently visible
HMScanTemplateItems	Search for a particular resource of type 'hdlg' or 'hrct'
HMSetBalloons	Enable or disable help
HMSetDialogResID	Set the resource ID for the 'hdlg' template
HMSetFont	Set the font used to display text in help balloons
HMSetFontSize	Set the font size used to display text in help balloons
HMSetMenuResID	Set the 'hmnu' resource
HMShowBalloon	Display a help balloon
HMShowMenuBalloon	Display a help balloon
HNoPurge	Disallow purging of relocatable data block
HoldMemory	Make part of the address space resident in memory
HomeResFile	Given a resource Handle, return a file ref number
HOpen	Open the data fork of a file
HOpenDF	Create an access path to the data fork of a file
HOpenResFile	Open resource file by vrefNum, ID; get reference number
HOpenRF	Open the resource fork of an existing file
HPurge	Make a relocatable block purgeable
HRename	Rename a file, volume, or directory
HRstFLock	Unlock a file (allow changes, deletion, renaming, etc.)

HSetFInfo	Change file type, creator, icon position, etc.
HSetFLock	Lock a file (prevent changes, deletion, renaming, etc.)
HSetRBit	Tag block for treatment as a resource
HSetState	Restore the value of a relocatable block's tag byte
HSetVol	Select a default default volume/directory (HFS only)
HSL2RGB	Convert hue, saturation, lightness color to red, green, blue color
HSV2RGB	Convert hue, saturation, brightness color to red, green, blue color
HUnlock	Unlock a Handle's data (allow it to be moved)
IconIDToRgn	Create a region from an icon mask
IconSuiteToRgn	Create a region from an icon mask
IdleUpdate	Reset the activity timer
Index2Color	Return absolute RGB color corresponding to a specified color
InfoScrap	Get information about the desk scrap
InitAllPacks	Enable usage of all packages
InitApplZone	Setup the application heap; discard all blocks
InitCPort	Initialize color graphics port fields to their default values
InitCursor	Initialize cursor to the standard arrow
InitDateCache	Format the date cache record
InitDBPack	Initialize the **Data Access Manager**
InitDialogs	Initialize before using Dialog Manager functions
InitEditionPack	Initialize the **Edition Manager**
InitFonts	Initialize the Font Manager
InitGDevice	Set a video device to a specific mode
InitGraf	Initialize for using Quickdraw
InitMenus	Initialize the Menu Manager
InitPack	Enable use of a specific 'PACK' resource
InitPalettes	Initialize the Palette Manager
InitPort	Reset fields of a GrafPort to initial values
InitProcMenu	Install custom menu bar definition procedure
InitResources	Initialize Resource Manager (system use only)
InitSDeclMgr	Initialize the Slot Manager
InitUtil	Copy Parameter RAM to low-memory variables
InitWindows	Initialize for using the Window Manager, load pixel pattern
InitZone	Create a new heap zone
InsertMenu	Add a menu to the menu list
InsertResMenu	Insert names of selected resource type into menu
InsertSRTRec	Adds an sResource data structure to the Slot Resource Table
InsetRect	Shrink or expand a rectangle
InsetRgn	Shrink or expand a region, retaining current shape
InsMenuItem	Insert an item into a menu
InsTime	Install timer task
InsXTime	Install extended **Time Manager** task
IntlScript	Obtain script code for the International Utilities script
IntlTokenize	Recognize tokens
InvalRect	Force an area of a window to be redrawn
InvalRgn	Force a region of a window to be updated
InvertArc	Invert all pixels in a wedge of an oval
InvertColor	Find complement of an absolute color
InvertOval	Invert all pixels in an oval
InvertPoly	Invert all pixels enclosed by a polygon

InvertRect	Invert all pixels enclosed by a rectangle
InvertRgn	Invert all pixels enclosed by a region
InvertRoundRect	Invert all pixels in a round-corner rectangle
IPCListPorts	Generate list of existing ports (w/o dialog box)
IsATPOpen	Is the .ATP driver loaded and running?
IsDialogEvent	Check if an event belongs to a dialog window
IsMPPOpen	Is the .MPP driver loaded and running?
IsOutline	Does grafPort use a TrueType font of this size?
IsRegisteredSection	Verify that each event received is for a registered section
IUClearCache	Clear the application cache of 'itl2' and 'itl4' handles
IUCompPString	Compare p-strings using specified 'itl2' resource
IUCompString	Compare p-strings for international sorting
IUDatePString	Convert seconds to date string specifiying formatting
IUDateString	Convert 'raw' seconds to an ASCII date string
IUEqualPString	Test equality of two p-strings using specified 'itls2'
IUEqualString	Test equality of two international p-strings
IUGetIntl	Obtain Handle to an international resource
IUGetItlTable	Return a handle to the 'itl2' or 'itl4' resource
IULangOrder	Indicate sort order for two languages
IULDateString	Convert a long format date to a short one
IULTimeString	Convert a long format time to a short one
IUMagIDPString	Test equality of two blocks of unformatted text using specified 'itl2'
IUMagIDString	Test equality of two blocks of unformatted text
IUMagPString	Compare unformatted text using specified 'itl2'
IUMagString	Compare text for international sorting
IUMetric	See if measurements should use metric units
IUScriptOrder	Indicate sort order for two scripts
IUSetIntl	Store data in international resource (type 'INTL')
IUStringOrder	Compare p-strings using specified scripts
IUTextOrder	Compare raw text using specified scripts
IUTimePString	Convert raw seconds to time string (with parm)
IUTimeString	Convert raw seconds into ASCII time string
KeyScript	Set the keyboard script
KeyTrans	Convert key codes to ASCII values
KillControls	Dispose of all controls associated with a window
KillIO	Terminate all current and pending device driver reads and writes
KillPicture	Release memory used by a picture definition
KillPoly	Deallocate all storage for a polygon
LActivate	Activate or deactivate a list (after activate event)
LAddColumn	Insert column(s) of empty cells into a list
LAddRow	Insert row(s) of empty cells into a list
LAddToCell	Append data to a cell
LAPAddATQ	Add an entry to the queue
LAPCloseProtocol	Remove the specified ALAP protocol type
LAPOpenProtocol	Add the specified ALAP protocol type
LAPRdCancel	Cancels a LAPRead call
LAPRead	Receive a frame from another node
LAPRmvATQ	Remove entry from AppleTalk Transition Queue
LAPWrite	Send a frame to another node
Launch	Terminate, purge heap, and execute an application
LaunchApplication	Launch other applications
LaunchDeskAccessory	Launch a desk accessory
LAutoScroll	Scroll list to display the first selected cell

LCellSize	Set size for cell display rectangles
LClick	Process mouse-down for list dragging and selection
LClrCell	Delete the contents of a cell
LDelColumn	Delete column(s) of cells from a list
LDelRow	Delete row(s) of cells from a list
LDispose	Discard a list and release all its memory
LDoDraw	Turn list drawing on or off
LDraw	Draw the contents of a single cell
Length	Get the length of a pascal-type string
LFind	Obtain the address and length of a cell's data
LGetCell	Obtain a copy of a cell's data
LGetSelect	Query if a cell is selected; get next selected cell
Line	Draw a line a specified distance
LineTo	Draw a line to specified coordinates
LLastClick	Query which cell was clicked last
LNew	Create an empty list
LNextCell	Query which cell is next in a list
LoadIconCache	Preflight loading of icon elements for drawing
LoadResource	Make sure that a purgeable resource is in memory
LoadScrap	Read desk scrap from disk to memory
LoadSeg	Load a code segment from disk to memory
LocalToGlobal	Obtain global (screen) value of local point
LockMemory	Make part of the address space immovable
LockMemoryContiguous	Make a contiguous block of the address space immovable
LockPixels	Lock the offscreen buffer in memory for duration of a draw
Long2Fix	Convert 32-bit long to Fixed data type
LongDate2Secs	Convert time to a LongDateTime format
LongMul	Obtain 64-bit product of two 32-bit longs
LongSecs2Date	Convert date to a LongDateTime format
LowerText	Provide localizable lowercasing
LoWord	Obtain least-significant 16 bits of 32-bit operand
LRect	Obtain location of a cell's display rectangle
LScroll	Scroll list by specific number of rows and columns
LSearch	Search cells for a match with specific data
LSetCell	Store data into a cell
LSetSelect	Select or deselect a cell
LSize	Change the size of a list's viewing area
LUpdate	Redraw list; Handle update events
MACEVersion	Determine the version of the MACE tools
MakeIconCache	Create an empty icon cache
MakeITable	Generate an inverse color table
MakeRGBPat	Provides best possible RGB match on current device
MapPoly	Scale and reposition a polygon
MapPt	Map point relative to two rectangles
MapRect	Scale and reposition a rectangle
MapRgn	Scale and reposition a region
MatchAlias	Identify a list of possible matches
MaxApplZone	Expand application heap to largest possible value
MaxBlock	Get size of largest block (without compacting)
MaxBlockSys	Get size of largets block in system heap (without compacting)
MaxMem	Compact heap; return free space and max growth
MaxMemSys	Compact system heap;return free space and max growth
MaxSizeRsrc	Obtain resource size without reading from disk
MeasureJust	Measure a text string

MeasureText	Get width of every leading subset of text
MemError	Return error code of last Memory Mgr function
MenuChoice	See if user attempted to select a disabled item
MenuKey	Find menu and item associated with cmd key
MenuSelect	Initiate user selection of a menu item
MFFreeMem	total free memory available for temporary allocation
MFMaxMem	Get maximum contiguous bytes after compaction and purging of heap
MFTempDisposHandle	release temporary memory
MFTempHLock	lock a handle in MultiFinder heap zone
MFTempHUnLock	unlock a handle in the MultiFinder heap zone
MFTempNewHandle	allocate new relocatable block in MultiFinder heap
MFTopMem	get address of top of application's memory partition
ModalDialog	Begin user interaction in a modal dialog
ModemStatus	Get information about Mac Portable internal modem
MoreMasters	Create an additional block of master pointers
Move	Move the pen relative to its current location
MoveControl	Change the position of a control
MoveHHi	Move a relocatable block as high as possible
MovePortTo	Change position of top-left corner of portRect
MoveTo	Set pen location without drawing
MoveWindow	Move a window, or a portion thereof, & optionally select it
MPPClose	Remove .MPP driver
MPPOpen	Load .MPP driver
Munger	Search and replace text (or any byte array)
NBPConfirm	Check that a specified entity still exists
NBPExtract	Find one entity's address on a list
NBPLoad	Read the .NBP code into the application heap
NBPLookup	Find an entity's address
NBPRegister	Add an entity to the node's names table
NBPRemove	Remove an entity from the names table
NBPSetEntity	Build an NBP entity structure
NBPSetNTE	Build a Names Table Entry
NBPUnload	Make the .NBP driver purgeable
NChar2Pixel	Find screen position of carets and selection points
NDrawJust	Draw text at current pen location
NewAlias	Create a complete AliasRecord
NewAliasMinimal	Create a short AliasRecord quickly
NewAliasMinimalFromFullpath	Create pathname-only AliasRecord
NewCDialog	Create a new color dialog
NewControl	Create a control
NewCWindow	Create a new color window
NewDialog	Create a dialog
NewEmptyHandle	Create a NIL Handle (don't allocate any space)
NewEmptyHandleSys	Create a NIL Handle in the system heap
NewGDevice	Create a new data structure for a graphics device
NewGestalt	Add a selector code to those already recognized
NewGWorld	High level routine to create an offscreen graphics world
NewHandle	Allocate relocatable block from current heap zone
NewHandleClear	Allocate empty relocatable block from current heap zone
NewHandleSys	Allocate relocatable block from system heap zone
NewHandleSysClear	Allocate empty relocatable block from system heap zone
NewIconSuite	Create a new icon family

NewMenu	Get a Handle to an empty menu
NewPictInfo	Initialize a survey of a picture
NewPalette	Creates a new palette from within an application
NewPixMap	Create a new pixMap data structure
NewPixPat	Create a new pixPat data structure
NewPtr	Allocate a nonrelocatable block of memory
NewPtrClear	Allocate an empty nonrelocatable block of memory
NewPtrSys	Allocate a nonrelocatable block of memory on the system heap
NewPtrSysClear	Allocate an empty nonrelocatable block of memory on the system heap
NewPublisherDialog	Display new publisher dialog
NewPublisherExpDialog	Display new publisher dialog with additional items
NewRgn	Create an empty Region; obtain a region Handle
NewScreenBuffer	Allocate an offscreen PixMap and an offscreen buffer
NewSection	Create a new section
NewString	Allocate heap-storage for a string; obtain Handle
NewSubscriberDialog	Display new subscriber dialog
NewSubscriberExpDialog	Display new subscriber dialog with additional items
NewTempScreenBuffer	Allocate an offscreen PixMap and an offscreen buffer
NewWindow	Create a window
NFindWord	Locate a position in a string
NGetTrapAddress	Obtain address of system functions
NMeasureJust	Measure text for justification
NMInstall	Add a notification request to the notification queue
NMRemove	Remove a notification request from the notification queue
NoPurgePixels	Mark the pixel map's offscreen buffer as unpurgeable
NoteAlert	Perform Alert, displaying the 'note' icon
NPixel2Char	Find the nearest character offset
NPortionText	Indicates the correct proportion of justification
NSetPalette	Set a destination window's palette to source palette values
NSetTrapAddress	Install custom code to replace a system routine
NumToString	Convert 32-bit integer to string of decimal digits
ObscureCursor	Hide cursor until mouse moves
OffsetPoly	Move a polygon
OffsetRect	Move a rectangle horizontally and vertically
OffsetRgn	Move a region a specified distance
OpColor	Set RGB values used by addPin, subPin and blend modes
OpenCPicture	Begin recording a picture definition
OpenCPort	Open a color graphics port
OpenDeskAcc	Execute or reactivate a desk accessory
OpenDF	Create an access path to the data fork of a file
OpenDriver	Open the device driver specified by name
OpenEdition	Initiate the reading of data
OpenNewEdition	Initiate the writing of data from a publisher
OpenPicture	Begin recording a color or b&w picture definition
OpenPoly	Start recording a polygon definition
OpenPort	Allocate and initialize a new GrafPort
OpenResFile	Open resource file by name; get reference number
OpenRF	Open the resource fork of an existing file
OpenRFPerm	Open resource file, specifying permission level
OpenRgn	Begin recording a region shape
OpenSlot	Open device in bus slot
OpenWD	Open a new working directory

OpenXPP	Open XPP driver
OSEventAvail	Low-level read event without dequeuing it
OutlineMetrics	Determine glyph measurements for a line of text
PackBits	Perform RLL byte compression on arbitrary data
PAddResponse	Send an additional response packet
PageFaultFatal	Capture all bus errors?
PaintArc	Fill a wedge with current pen pattern and mode
PaintBehind	Redraw a window and all windows behind it
PaintOne	Redraw a window and all windows above it
PaintOval	Fill an oval with current pen pattern and mode
PaintPoly	Fill a polygon with the current pen pattern
PaintRect	Fill rectangle with current pen pattern and mode
PaintRgn	Fill a region with current pen pattern and mode
PaintRoundRect	Fill roundRect with current pen pattern and mode
Palette2CTab	Copy a palette's colors to a color table
ParamText	Assign text to static item ^*n* text variables
ParseTable	Check for additional byte in character
PATalkClosePrep	Request permission to close The .MPP Driver
PAttachPH	Add a protocol handler to the protocol table
PBAllocate	Increase file allocation; logical EOF unchanged
PBAllocContig	Increase physical EOF as a contiguous block
PBCatMove	Transfer file or directory to another directory
PBCatSearch	Search a volume's catalog
PBClose	Close an open file
PBCloseWD	Release working directory control block
PBControl	Send control information to the device driver
PBCreate	Create an empty file (both forks)
PBCreateFileIDRef	Establish a file ID reference for a file
PBDelete	Delete closed file or empty directory
PBDeleteFileIDRef	Delete a file ID reference
PBDirCreate	Create a new empty directory
PBDTAddAPPL	Add an application to the desktop database
PBDTAddIcon	Add an icon to the desktop database
PBDTCloseDown	Close desktop database
PBDTDelete	Remove desktop database from a local volume
PBDTFlush	Save changes to the desktop database
PBDTGetAPPL	identify the application that can open a file with a given creator
PBDTGetComment	Get comment information
PBDTGetIcon	Retrieve an icon definition
PBDTGetIconInfo	Retrieve and icon type and associated file type
PBDTGetInfo	Obtain desktop database information
PBDTGetPath	Obtain desktop database access path
PBDTOpenInform	Obtain access path and report if database was empty
PBDTRemoveAPPL	Remove an application from the desktop database
PBDTRemoveComment	Remove a user comment from the desktop database
PBDTReset	Removes icons, application mappings and comments
PBDTSetComment	Add user comment to desktop database
PBEject	Eject a volume from its drive
PBExchangeFiles	Swap the data stored in two files
PBFlushFile	Write contents of the file buffer to disk
PBFlushVol	Update disk with any unwritten data
PBGetCatInfo	Query file or directory date/time, attributes, etc.
PBGetEOF	Obtain logical size of an open file
PBGetFCBInfo	Obtain information from open file control blocks
PBGetFInfo	Query file date/time, attributes, type, location...

PBGetForeignPrivs	Get a file's native access-control information
PBGetFPos	Query current position of open file's file mark
PBGetVInfo	Get information about a volume
PBGetVol	Obtain default volume/directory name and reference
PBGetVolMountInfo	Places volume mounting information into a buffer
PBGetVolMountInfoSize	Determine space allocation for volume-mounting record.
PBGetWDInfo	Query information about a working directory
PBHCopyFile	Duplicate and (optionally) rename a file
PBHCreate	Create an empty file
PBHDelete	Delete closed file or empty directory
PBHGetDirAccess	Get folder's access control information
PBHGetFInfo	Query file date/time, attributes, type
PBHGetLogInInfo	Return log-in method and user name
PBHGetVInfo	Get information about an HFS volume
PBHGetVol	Get default volume/directory name, reference
PBHGetVolParms	Get information about a shared HFS volume
PBHMapID	Get user or group name from a unique ID
PBHMapName	Get user or group ID from log in name
PBHMoveRename	Move and (optionally) rename a file but do not duplicate
PBHOpen	Open file data fork
PBHOpenDeny	Open a file's data fork under specific access rights
PBHOpenDF	Open the data fork of a file on a hierarchical volume.
PBHOpenRF	Open file resource fork
PBHOpenRFDeny	Open a file's resource fork under specific access rights
PBHRename	Rename a file, volume, or directory
PBHRstFLock	Unlock a file
PBHSetDirAccess	Change access rights for folder
PBHSetFInfo	Change file date/time, type, etc.
PBHSetFLock	Lock a file
PBHSetVol	Select a default volume/directory
PBKillIO	Stop all current and pending I/O with the device driver
PBLockRange	Prevent access to a portion of a shared file
PBMakeFSSpec	Make an FSSpec record
PBMountVol	Mount a volume
PBOffLine	Take a volume off-line
PBOpen	Open the data fork of a file
PBOpenDF	Open the data fork of a file.
PBOpenRF	Open the resource fork of a file
PBOpenWD	Create/get ref num of working directory
PBRead	Read data from an open file
PBRename	Rename a file, volume, or directory
PBResolveFileIDRef	Retrieve the filename and parent directory ID
PBRstFLock	Unlock a file (allow write access)
PBSetCatInfo	Change file or directory descriptive information
PBSetEOF	Set the logical file size of an open file
PBSetFInfo	Change a file's date and Finder information
PBSetFLock	Lock a file (prevent write access)
PBSetForeignPrivs	Change a file's native access-control information
PBSetFPos	Set position of an open file's file mark
PBSetFVers	Change a file's version number (flat volumes only)
PBSetVInfo	Change volume name, backup date; lock/unlock it
PBSetVol	Set default volume or directory
PBStatus	Send Status information to the device driver
PBUnlockRange	Restore global access to a portion of a shared file

PBUnmountVol	Flush volume, close its files, release its memory
PBVolumeMount	Mount a volume
PBWrite	Write data to an open file
PCloseATPSkt	Close a specified socket
PCloseSkt	Remove specified socket from the socket table
PConfirmName	Confirm that an entity still exists
PDetachPH	Remove protocol type and handler from protocol table
PenMode	Set the graphics pen pattern transfer mode
PenNormal	Reset pen parameters to initial state
PenPat	Set the graphics pen pattern
PenPixPat	Set the multicolor pen pattern
PenSize	Set dimensions of pen for current GrafPort
PGetAppleTalkInfo	Obtain information about The .MPP Driver
PGetRequest	Receive a request sent by a **PSendRequest** call
PicComment	Save any arbitrary data into a picture definition
PinRect	Find point on a rectangle's border near point
Pixel2Char	Find nearest character offset
PixMap32Bit	Determine if PixMap requires 32-bit addr mode to access its pixels
PixPatChanged	Set the patXValid flag to -1
PKillGetReq	Kill a **PGetRequest**
PKillNBP	Kill a **PLookUpName**, **PRegisterName**, or **PConfirmName**
PKillSendReq	Abort a **PNSendRequest** or **PSendRequest**
PLookupName	Return the addresses of all entities with a specified name
PlotCIcon	Draw the icon in a particular place
PlotCIconHandle	Display an icon image with System 7 icon resource types
PlotIcon	Display a 32x32-bit (128-byte) icon image
PlotIconID	Display an icon image with System 7 icon resource types
PlotIconSuite	Plot appropriate icon from an icon family
PmBackColor	Set RGB and index background colors to current window values
PmForeColor	Set RGB and index foreground colors to current window values
PMgrVersion	Get version of the **Palette Manager**
PNSendRequest	Send an ATP request to another socket
PtInIconID	Hit test a point against indicated icon
PtInIconSuite	Hit test a point against indicated icon
POpenATPSkt	Open a socket for the purpose of receiving requests
POpenSkt	Add a socket and listener to the socket table
PopUpMenuSelect	Pop up a menu and initiate user selection of a menu item
PortChanged	Notify QuickDraw of a change
PortionText	Determine how to distribute the slop value for a line
PortSize	Change the height and width of current GrafPort
PostEvent	Place an EventRecord in the event queue
PostHighLevelEvent	Send HLE to another application
PPCAccept	Indicate willingness to accept incoming session request
PPCBrowser	Use program-linking dialog box.
PPCClose	Close a PPC port
PPCEnd	End a PPC session
PPCInform	Receive session requests
PPCInit	Initialize PPC Toolbox

PPCOpen	Open a PPC port
PPCRead	Read incoming data from an application
PPCReject	Reject a session request
PRemoveName	Remove an entity name for the names table
PPCStart	Initiate a PPC session.
PPCWrite	Write to an application during a PPC session
PPostEvent	Enqueue an event and get its address
PrClose	Close the Printing Manager
PrCloseDoc	Close a printing grafPort and end a print job
PrClosePage	Finish printing current page
PrCtlCall	Execute a Printer Driver control routine
PrDlgMain	Initialize for and execute a print dialog
PrDrvrClose	Low-level printer driver close
PrDrvrDCE	Get Handle to Print Driver Device Control Entry
PrDrvrOpen	Low-level Printer Driver open
PrDrvrVers	Obtain Printer Driver version number
PRegisterName	Add the name and address of an entity to names table
PRelRspCB	Cancel a **PSendResponse** call
PRelTCB	Dequeue a **PSendRequest** call
PrError	Get result of the last Printing Manager function
PrGeneral	Control printer resolution, rotation and screen dump abilities
PrimeTime	Set interval for timer and start it ticking
PrintDefault	Fill a TPrint record with default settings
PrJobDialog	Process user interaction for Print... menu item
PrJobInit	Obtain address of an initialized TPrDlg structure
PrJobMerge	Copy data from one print record to another
PrOpen	Initialize the Printing Manager
PrOpenDoc	Initialize a GrafPort before printing a document
PrOpenPage	Initialize to begin printing a page
ProtectEntry	Protect or unprotect a color table's entry from changes
PrPicFile	Print a spooled document
PrSetError	Simulate a printing error
PrStlDialog	Process user interaction for Page Setup...
PrStlInit	Obtain address of an initialized TPrDlg structure
PrValidate	Ensure that a TPrint record has valid settings
PSendRequest	Send a request to another socket and wait for response
PSendResponse	Send a response to a socket
PSetSelfSend	Enable or disable intranode delivery
Pt2Rect	Find smallest rectangle enclosing two points
PtInRect	Find if a point is enclosed by a rectangle
PtInRgn	Check if a specified pixel is enclosed by a region
PtrAndHand	Concatenate data to the end of an existing Handle
PtrToHand	Create new Handle and copy data into it
PtrToXHand	Copy data into an existing Handle's data area
PtrZone	Find which heap zone owns a nonrelocatable block
PtToAngle	Obtain angle between point and rectangle center
PurgeMem	Purge blocks without compacting the heap
PurgeMemSys	Purge blocks from system heap without compacting
PurgeSpace	Check free space after a purge (without purging)
PutScrap	Write one item to the desk scrap
PWriteDDP	Send a datagram to another socket
PWriteLAP	Send a frame to another node
QDDone	Ensure that all drawing is done
QDError	Return QuickDraw or Color Manager error message

RAMSDClose	Close RAM I/O drivers
RAMSDOpen	Open RAM I/O drivers and close a ROM Serial Driver
Random	Obtain pseudo-random signed integer
ReadDateTime	Copy clock-chip time to Time variable
ReadEdition	Read data from an edition
ReadLocation	Where is this Macintosh and what time is it?
ReadPartialResource	Get a handle to part of a resource
RealColor	Does a given color really exist?
RealFont	Check if a font-and-size combination exists
ReallocHandle	Reallocate storage for a purged memory block
RecordPictInfo	Survey a picture record
RecordPixMapInfo	Survey a pixel map
RecoverHandle	Obtain Handle from a pointer to a relocatable block
RecoverHandleSys	Obtain Handle from a pointer in the system heap
RectInIconID	Hit test a rectangle against indicated icon
RectInIconSuite	Hit test a rectangle against indicated icon
RectInRgn	Check if a rectangle intersects a region
RectRgn	Set region to rectangle, specifying a Rect
RegisterSection	Add the section record to the list of registered sections
ReleaseResource	Discard a resource data and its Handle
RelString	Compare two Pascal-style strings for sort order
Rename	Change the name of a file or directory
ReplaceGestalt	Replace the function associated with a selector
ReplaceText	Replace indicated text with specified substitution
ResError	Find if an error occurred in a resource operation
ReserveEntry	Shield a color entry from being matched by a search process
ReserveMemSys	Create free space at lowest possible position in system heap
ResetAlrtStage	Reset Alert stage so next occurrence will be 0
ResizePalette	Set specified palette to indicated size
ResolveAlias	Identify the single most likely target of an AliasRecord
ResolveAliasFile	Resolve an alias file
ResrvMem	Create free space at lowest position in heap
RestoreBack	Store the RGB color of the color specification record
RestoreDeviceClut	Changes a CLUT to its default state
Restart	Restart the system
RestoreA5	Set A5 to what it was at last call to SetupA5
RestoreEntries	Send entries to destination table, don't rebuild inverse table
RestoreFore	Store the RGB color of the color specification record
RetrievePictInfo	Return picture and pixel map information
RGB2CMY	Convert a red, green, blue color to a cyan, magenta, yellow color
RGB2HSL	Convert red, green, blue color to hue, saturation, lightness color
RGB2HSV	Convert red, green, blue color to hue, saturation, brightness color
RGBBackColor	Set background color to best match for current device
RGBForeColor	Set foreground color to best match for current device
RGetResource	Look through open files for specified resource
RmveResource	Discard a resource from the current file
RmvTime	Remove task from Time Manager queue routines
RsrcMapEntry	Obtain offset in resource map for a Handle's entry
RsrcZoneInit	Reset resource map; clean up resource memory
RstFLock	Unlock a file (allow changes, deletion, rename,...)

SameProcess	Compare two process serial numbers
SaveBack	Return the current background color
SaveEntries	Save specified entries from a source table to a result table
SaveFore	Return the current foreground color
SaveOld	Save window data before calling DrawNew
SCalcSPointer	Return pointer to a byte in declaration ROM
SCalcStep	Find the field sizes in the indicated block
ScalePt	Resize coordinate pair to ratio of two rectangles
SCardChanged	Indicate if a card has been changed
SCkCardStat	Check the SInfoRecord's InitSatusA field
ScreenRes	Obtain screen resolution in pixels-per-inch
ScrollRect	Move bits a specified distance in rectangular area
SCSICmd	Send a command to the selected target device
SCSIComplete	Give current command specific number of ticks to complete
SCSIGet	Arbitrate for use of the SCSI bus
SCSIMsgIn	Get a message from a SCSI device
SCSIMsgOut	Send a message to a SCSI device
SCSIRBlind	Transfer data without polling and waiting for /REQ line
SCSIRead	Transfer data from the target to the initiator
SCSIReset	Reset the SCSI bus
SCSISelAtn	Assert Attention line during SCSISelect
SCSISelect	Select a SCSI device with a specific ID
SCSIStat	Get bit map of SCSI control and status bits
SCSIWBlind	Transfer data without polling and waiting for /REQ line
SCSIWrite	Transfer data from the initiator to the target
SDeleteSRTrec	Delete an sResource
Secs2Date	Convert 'raw' seconds into DateTimeRec format
SectionOptionsDialog	Display publisher and subscriber options dialog boxes
SectionOptionsExpDialog	Display publisher and subscriber options dialog boxes
SectRect	Get intersection of two rectangles; check for overlap
SectRgn	Obtain the intersection of two regions
SeedCFill	Generate a mask for use with CopyMask or CopyBits
SeedFill	Flood area matching inside of enclosed boundary
SelectWindow	Activate a window
SelIText	Select all or part of the text of editText item
SendBehind	Move one window behind another
SerClrBrk	Clear break mode in specified input or output driver
SerGetBuf	Get the number of bytes in an input driver's buffer
SerHShake	Set handshake and control options
SerReset	Reset and initial specified input or output drivers
SerSetBrk	Set break mode in specified input or output driver
SerSetBuf	Specify a new input buffer for referenced driver
SerStatus	Determine status of specified input or output driver
SetA5	Set A5 to the address specified and return actual address in A5
SetADBInfo	Set service routine and data area addresses for bus device
SetApplBase	Set base address of application heap and initialize
SetApplLimit	Change the size of the application heap zone
SetCCursor	Set a color cursor
SetChooserAlert	Display or suppress page setup message
SetClientID	Identifies a program to its search and complement procedures
SetClikLoop	Install a routine for custom mouse dragging

SetClip	Set clipping region
SetCPixel	Color one specific dot
SetCRefCon	Set control's application-defined reference value
SetCTitle	Set (change) the text associated with a control
SetCtlAction	Set the default action routine for a control
SetCtlColor	Set or modify control's color table
SetCtlMax	Set the maximum value allowed for a control
SetCtlMin	Set the minimum value allowed for a control
SetCtlValue	Set a control's value; check/uncheck boxes, etc.
SetCurrentA5	Save value of A5 register and setup for application
SetCursor	Change the shape of the mouse cursor
SetDAFont	Set font for Dialog/Alert static and edit text
SetDateTime	Set system date and time in 'raw' seconds
SetDefaultStartup	Specify a device as the startup device
SetDepth	Set the mode of the device to a given pixel depth
SetDeskCPat	Internal procedure for setting a desktop pattern
SetDeviceAttribute	Set a graphics device's attribute bits
SetDialogCancelItem	Tell Dialog Mgr which item should be default cancel item
SetDialogDefaultItem	Tell Dialog Mgr which item in dialog should be default item
SetDialogTrackCursor	Track and change cursor to I-Beam when over the edit line
SetDItem	Modify dialog item attributes
SetEditionFormatMark	Set the current mark for a section format
SetEditionOpenerProc	Provide your own edition opener procedure
SetEmptyRgn	Clear (discard) a region's contents
SetEntries	Fix the value of a group of color table entries
SetEntryColor	Lets an application modify a color in a single palette entry
SetEntryUsage	Modify a palette entry's color usage
SetEnvirons	Change global variables and routine vectors
SetEOF	Increase or decrease the logical size of a file
SetEventMask	Set the system event mask
SetFInfo	Change file type, creator, icon position, etc.
SetFLock	Lock file (prevent changes, deletion, rename,...)
SetFontLock	Lock or release the most-recently used font
SetFPos	Position file mark for random-access read/write
SetFractEnable	Enable/disable use of fractional character widths
SetFrontProcess	Make a process the foreground process
SetFScaleDisable	Enable/disable scaling of displayed characters
SetGDevice	Declare specified graphics device as the one now in use
SetGrowZone	Install custom heap zone growing procedure
SetGWorld	Set the current graphics world
SetHandleSize	Shrink or expand a relocatable memory block
SetIconCacheData	Set the data associated with an icon cache
SetIconCacheProc	Set the procedure associated with an icon cache
SetItem	Change the text of a menu item
SetItemCmd	Assign a command-key to a menu item; make submenu
SetItemIcon	Select a menu icon by its resource ID
SetItemMark	Place/remove any character as item mark
SetItemStyle	Select character formatting for a menu item
SetIText	Specify the text of an editText item and draw it
SetMCEntries	Install color information for one or more menu items
SetMCInfo	Install / replace current menu color table
SetMenuBar	Install an entire menu list

SetMenuFlash	Set number of times menu item blinks
SetOrigin	Change local coordinate system
SetOSDefault	Specify startup operating system
SetOSTrapAddress	Install custom code to replace an operating system routine
SetOutlinePreferred	Make TrueType fonts preferred over bitmapped fonts
SetPalette	Change a target window's palette to accord with source palette
SetPaletteUpdates	Set the update attribute of a palette
SetPenState	Set the pen location, size, pattern and mode
SetPixelsState	Set state of the pixel map's offscreen buffer
SetPort	Activate a GrafPort
SetPortBits	Assign a new bit map to the active GrafPort
SetPortPix	Replace portPixMap with handle (a.k.a., SetPortPix)
SetPreserveGlyph	Set whether to preserve outline glyph shape
SetPt	Pack horizontal, vertical coordinates into Point
SetPtrSize	Shrink or expand a nonrelocatable memory block
SetRect	Assign boundary coordinates to a Rect
SetRectRgn	Set region to rectangle, specifying 4 coordinates
SetResAttrs	Set resource attributes (purgeable, locked, ...)
SetResFileAttrs	Set resource file attributes
SetResInfo	Set the name and ID of a resource
SetResLoad	Set state of automatic resource loading
SetResourceSize	Set size of a resource (without writing data)
SetResPurge	Force resource changes to be written before purge
SetScript	Set local script variables and routine vectors
SetSRsrcState	Enables or disables an sResource data structure
SetStdCProcs	Set graphProcs field to point to custom routines
SetStdProcs	Set graphProcs field to point to custom routines
SetString	Copy string data to storage on the heap
SetStylHandle	Set Style Handle for a style-aware edit record
SetStylScrap	Apply styles in an StScrpRec to a range of text
SetSuiteLabel	Specify a default label for an icon family
SetSysJust	Change justification of system script
SetTagBuffer	Change information in file tags buffer
SetTime	Set system date/time, using DateTimeRec format
SetTimeout	Specify length of time to wait for internal hard disk response
SetToolTrapAddress	Install custom code to replace an operating system routine
SetTrapAddress	Install custom code to replace a system routine
SetUpA5	Save value of A5 register and setup for application
SetupAIFFHeader	Set up a file that can be played by SndStartFilePlay
SetupSndHeader	Set up headers for 'snd ' resources
SetVideoDefault	Make this monitor the startup video device
SetVol	Select a new default volume or working directory
SetWinColor	Establish a window's color table
SetWindowPic	Set a PicHandle for alternative updating
SetWordBreak	Install a custom 'word-break' routine
SetWRefCon	Set the reference value (refCon) for a window
SetWTitle	Set the title of a window and redraw title bar
SetWUTime	Set and enable the wakeup timer
SetZone	Select a different heap zone as the 'current zone'
SExec	Load and execute an sExec code block
SFGetFile	Initiate a standard file Open... dialog
SFindDevBase	Return a pointer to the base of a device

SFindSInfoRecPtr	Return pointer to the sInfoRecord
SFindSRsrcPtr	Return pointer to sRsrc list
SFindStruct	Return a pointer to a data structure
SFPGetFile	Initiate a customized Open... dialog
SFPPutFile	Initiate a customized Save/Save As... dialog
SFPutFile	Initiate a standard Save/Save As... dialog
SGetBlock	Copy an sBlock to a new block
SGetCString	Copy a cString to a buffer
SGetDriver	Load driver corresponding to sResource
SGetSRsrc	Return information about the sResource data structure
SGetTypeSRsrc	Return information about a matching sResource
ShieldCursor	Hide cursor while moving or while in a rectangle
ShortenDITL	Remove items from the end of a dialog item list
ShowControl	Make a control visible; draw it if not obscured
ShowCursor	Display the mouse cursor
ShowDItem	Move an off-screen dialog item back on screen
ShowHide	Show or hide a window
ShowPen	Balance previous **HidePen**; make pen visible
ShowWindow	Unhide a window hidden via HideWindow
ShutDwnInstall	Install specific shutdown procedure
ShutDwnPower	Do system housekeeping and turn off power
ShutDwnRemove	Remove specific shutdown procedure
ShutDwnStart	Do system housekeeping and restart the machine
SInitPRAMRecs	Initialize the SPRAMRecord for the slot
SInitSRsrcTable	Initialize the Slot Resource Table
SIntInstall	Add new element to slot's interrupt queue
SIntRemove	Delete element from slot's interrupt queue
SizeControl	Change the size of a control's enclosing rectangle
SizeResource	Obtain the size, in bytes, of a resource
SizeWindow	Shrink or enlarge a window
SleepQInstall	Add an entry to the sleep queue
SleepQRemove	Remove an entry from the sleep queue
SlopeFromAngle	Calculate slope given an angle
SlotVInstall	Install vertical retrace interrupt task for a slot
SlotVRemove	Remove vertical retrace interrupt task for a slot
SmallFract2Fix	Convert a SmallFract to a Fixed data type
SndAddModifier	Install a synthesizer into an open channel
SndChannelStatus	Determine the status of a sound channel
SndControl	Send control commands directly to a synthesizer
SndDisposeChannel	Disposes of a specified channel
SndDoCommand	Send commands to an open and linked synthesize
SndDoImmediate	Send commands to an open and linked synthesize
SndGetSysBeepState	Determine whether SysBeep is enabled.
SndManagerStatus	Determine information about the Sound Manager
SndNewChannel	Alocate a sound-channel record
SndPauseFilePlay	Suspend asynchronous play from disk
SndPlay	Play a sound
SndPlayDoubleBuffer	Control double buffering
SndRecord	Record a sound into memory
SndRecordToFile	Record a sound into a file
SndSetSysBeepState	Set the state of the system alert sound..
SndSoundManagerVersion	Determine the version of the Sound Manager
SndStartFilePlay	Initiate continuous play from disk
SndStopFilePlay	Stop asynchronous play from disk
SNextSRsrc	Determine the set of all a slot card's or NuBus's

	sResources
SNextTypeSRsrc	Return information about sResources of a specified type.
SOffsetData	Return the contents of the offset/data field
SpaceExtra	Space out text for left/right justification
SPBBytesToMilliSeconds	Report number milliseconds can be recorded
SPBCloseDevice	Close a sound input device
SPBGetDeviceInfo	Read the settings of a sound input device
SPBGetIndexedDevice	Returns the name and icon of a device
SPBGetRecordingStatus	Obtain recording status information
SPBMilliSecondsToBytes	Report number of bytes needed to hold a recording
SPBOpenDevice	Open a sound input device
SPBPauseRecording	Pause recording from the specified device
SPBRecord	Record audio data into memory
SPBRecordToFile	Record audio data into a file
SPBResumeRecording	Resume recording from the specified device
SPBSetDeviceInfo	Change the settings of a sound input device
SPBSignInDevice	Register a device with the Sound Manager
SPBSignOutDevice	Unegister a device with the Sound Manager
SPBStopRecording	Resume recording from the specified device
SPBVersion	Determine the version of the sound input routines
SPrimaryInit	Initialize each slot having an sPrimaryInit record
SPtrToSlot	Return the slot number of a card
SPutPRAMRec	Copy data from spsPointer's block into SPRAMRecord
SReadByte	Return an ID byte
SReadDrvrName	Read the name of the sResource for this slot and list ID
SReadFHeader	Copy the slot's format block into an FHeaderRec
SReadInfo	Read a data structure into a new block
SReadLong	Return a 32-bit ID value
SReadPBSize	Read the size of the indicated sBlock
SReadPRAMRec	Copy the sPRAM data structure into a new record
SReadStruct	Copy a data structure into a new block
SReadWord	Return a 16-bit ID value
SRsrcInfo	Return the driver reference number
SSearchSRT	Find the record corresponding to this sResource
StackSpace	Obtain amount of unused space in the stack
StandardGetFile	Display the default **Open** dialog box
StandardPutFile	Display the default **Save** dialog box
StartSecureSession	Start secure PPC session
Status	Send status information from the device driver to the system
StdArc	Quickdraw standard arc/wedge-drawing routine
StdBits	Quickdraw standard bit-transfer routine
StdComment	Quickdraw standard picture comment handler
StdGetPic	Quickdraw standard picture retrieving routine
StdLine	Quickdraw standard line-drawing routine
StdOval	Quickdraw standard oval-drawing routine
StdPoly	Quickdraw standard polygon-drawing routine
StdPutPic	Quickdraw standard picture saving routine
StdRect	Quickdraw standard rectangle-drawing routine
StdRgn	Quickdraw standard region-drawing routine
StdRRect	Quickdraw standard roundRect-drawing routine
StdText	Quickdraw standard text-drawing routine
StdTxMeas	Quickdraw standard text-measuring routine
StillDown	See if button remained down since last pressed
StopAlert	Perform Alert, displaying 'stop' icon

Str2Format	Convert a string into a canonical number format type
String2Date	Parse text for use in the date-time record
String2Time	Parse text for use in the date-time record
StringToNum	Convert string of decimal digits to binary number
StringWidth	Get width of Pascal-style string
StripAddress	Mask high-order byte of an address when in 24-bit mode
StripText	Remove diacritical marks from text
StripUpperText	Remove diacriticals, then convert to uppercase
StuffHex	Convert a string of hex digits to binary data
StyledLineBreak	Break a line on a word boundary
SubPt	Subtract coordinates of one point from another
SUpdateSRT	Update the Slot Resource Table
SVersion	Return the version number of the Slot Manager
SwapDataCache	Enable or disable the data cache
SwapInstructionCache	Enable or disable the instruction cache
SwapMMUMode	Set the address translation mode
SysBeep	Play a system alert sound
SysEnvirons	Find out what type of Mac is running your program
SysError	Simulate System Error; test your resumeProc
SystemClick	Process mouseDown occurring in a system window
SystemEdit	Pass Edit menu item selections to DAs
SystemEvent	Used internally by Event Manager
SystemMenu	Used internally by the Menu Manager
SystemTask	Give DAs a chance to perform periodic actions
SystemZone	Get address of the start of the system heap zone
TEActivate	Make an edit record active
TEAutoView	Enable/disable automatic scrolling
TECalText	Force TextEdit to calculate line-starts
TEClick	Indicate when a mouseDown event occurs
TEContinuousStyle	Check if a style element is continuous across selection
TECopy	Copy selection range to the TextEdit scrap
TECustomHook	Install custom handlers for TextEdit bottleneck routines
TECut	Cut selection range
TEDeactivate	Make an edit record active
TEDelete	Delete selection range
TEDispose	Release memory used by an edit record
TEFeatureFlag	Return last setting of a specified feature's bit
TEFromScrap	Copy desk scrap to TextEdit scrap
TEGetHeight	Obtain height of one or more lines of text
TEGetOffset	Obtain a character offset associated with a screen point
TEGetPoint	Obtain screen coordinates of an edit record character
TEGetScrapLen	Obtain length of text in the TextEdit scrap
TEGetStyle	Obtain style and line height info about a character
TEGetText	Obtain the text of an edit record
TEIdle	Force the insertion point caret to blink
TEInit	Initialize for using TextEdit
TEInsert	Insert text into an edit record
TEKey	Insert a key into an edit record
TempDisposeHandle	Release the memory occupied by a temporary block
TempFreeMem	Find out how much temporary memory is available
TempHLock	Lock a specified relocatable block of temporary memory
TempHUnlock	Unlock a block of temporary memory
TempMaxMem	Find the largest contiguous block available

TempNewHandle	Allocate a new relocatable block of temporary memory
TempTopMem	Get address of top of application's memory partition
TENew	Create a new edit record
TENumStyles	Obtain a count of style runs in a range of text
TEPaste	Insert TextEdit scrap into edit record
TEPinScroll	Scroll text within its view rectangle; stop at end
TEReplaceStyle	Replace style characteristics in currently selected text
TEScrapHandle	Get Handle leading to TextEdit private scrap
TEScroll	Scroll text within its view rectangle
TESelView	Scroll current selection range into view
TESetJust	Set justification mode
TESetScrapLen	Set the length of text in the TextEdit scrap
TESetSelect	Set the selection range
TESetStyle	Apply a style to currently selected text
TESetText	Identify the text of an edit record
TestControl	Determine if a point is in a control
TestDeviceAttribute	Determine if a single attribute is true or not
TEStylInsert	Insert text and style information into an edit record
TEStylNew	Create a style-aware edit record
TEStylPaste	Paste text and styles from the desk scrap into an edit record
TEToScrap	Copy TextEdit scrap to desk scrap
TEUpdate	Update (draw) text in specified rectangle
TextBox	Draw text which won't be edited
TextFace	Select style for subsequent text drawing
TextFont	Select font for subsequent text drawing
TextMode	Set text-drawing transfer mode
TextSize	Set point size for subsequent text drawing
TextWidth	Get width of unformatted text
TickCount	Get current system tick count
ToggleDate	Modify a LongDateTime parameter
TopMem	Get address of end of RAM
TrackBox	Keep zoom box highlighted while mouse is down
TrackControl	Highlight control while button is down; get result
TrackGoAway	Keep close box highlighted while mouse is down
Transliterate	Convert text to best approximation in a different script
Translate24To32	Translate 24-bit addresses into the 32-bit address space
TruncString	Truncate a Pascal string
TruncText	Truncate unformatted text
UnholdMemory	Make part of the address space eligible for paging
UnionRect	Find smallest rectangle enclosing two rectangles
UnionRgn	Calculate the combined area of two regions
Unique1ID	1-deep get unique resource ID
UniqueID	Get unique resource ID (before adding a resource)
UnloadScrap	Write desk scrap from memory to disk
UnloadSeg	Unlock a code segment, make it purgeable
UnlockMemory	Make a block of the address space movable
UnlockPixels	Unlock the buffer used by an offscreen graphics world
UnmountVol	Flush volume, close its files, release its memory
UnpackBits	Uncompress data stored via **PackBits**
UnRegisterSection	Remove a section from the list of registered sections
UpdateAlias	Update an AliasRecord
UpdateGWorld	Update the offscreen graphics device world
UpdateResFile	Write changed resource map and data to disk
UpdtControl	Draw all controls in specified region

UpdtDialog	Efficient version of DrawDialog
UpperText	Provide localizable uppercasing
UprString	Force a Pascal-style string into uppercase
UprText	Provide non-localizable uppercasing of text
UseResFile	Make specified resource file the 'current file'
ValidDate	Check the validity of a long date record
ValidRect	Keep a rectangular area from being updated
ValidRgn	Keep a Region from being updated
VInstall	Install vertical retrace interrupt task
VisibleLength	Get the length of a specified text
VRemove	Remove vertical retrace interrupt task
WaitMouseUp	Test mouse still down and discard mouseUp event
WaitNextEvent	MultiFinder-aware way to obtain events
WakeUpProcess	Make a process eligible to receive CPU time
WriteEdition	Write data to an edition
WriteLocation	Store machine's location and time zone data in RAM
WriteParam	Write Parameter RAM data to non-volatile RAM
WritePartialResource	Write part of a resource to disk
WriteResource	Write data of one resource to disk
X2Fix	Convert an Extended to a Fixed data type
X2Frac	Convert an Extended to a Fract data type
XorRgn	Find the union, less the intersection, of two regions
ZeroScrap	Empty the desk scrap and bump scrapCount
ZoomWindow	Zoom or unzoom a window