Display and Renderer Commands

Instructions and functions to manage the display and the renderer system

Freeze
Prevent the display to be updated while keeping the application runnin in the back

Unfreeze
Restore display update after "Freeze" has been used.

View
If "Auto View Off" has been used, update the display immediately

Auto View Off
Toggle viewing mode off

Auto View On
Toggle viewing mode on

Update Off
Turn off the automatic Object re-drawing system

Update On
Turn on the automatic Object re-drawing system

Update Every DELAY
Fix the rate of the automatic update system
Parameters:
    DELAY: Time, in 1/1000th of second (PC mode) and 1/50th of seconds (Amiga / retro emulations) between the update of the display

Update
Force an update of the display. Will only work in "Auto Mode Off" mode.

Display Width
Return the width of teh display canvas in PC mode, and the width of the emulated TV set in retro-machine emulation mode

Display Height
Return the width of the display canvas in PC mode, and the width of the emulated TV set in retro-machine emulation mode, this value being different in NTSC and PAL emulations

NTSC
Test if teh display is emulating a NTSC TV set.
Value returned:
    boolean: False if the application is in PC mode or if the emulation is PAL