

GraphicsL

COLLABORATORS

	<i>TITLE :</i> GraphicsL		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 24, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

GraphicsL

1.1 GraphicsL

Prozeduren

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Konstanten

graphicsMinVersion	graphicsName
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Variablen

graphicsBase	graphicsVersion
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1.2 TMP:Modula-2/GraphicsL.def

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DEFINITION MODULE GraphicsL{"graphics.library",33};
(* 13-Apr-1992/cn *)

FROM SYSTEM IMPORT ADDRESS,BITSET,BYTE, LONGSET,WORD;

FROM Hardware IMPORT
  BltnodePtr ;

FROM UtilityD IMPORT
  TagItemPtr ;

IMPORT
  d:GraphicsD,R;

VAR
  graphicsVersion:INTEGER;
  graphicsBase:d. GfxBasePtr ;

CONST
  graphicsMinVersion=33;
  graphicsName="graphics.library";

PROCEDURE  AddAnimOb (
  anOb{R.A0}:d. AnimObPtr ;
  VAR anKey{R.A1}:d. AnimObPtr ;
  rp{R.A2}:d. RastPortPtr ); CODE -156;

PROCEDURE  AddBob (
  Bob {R.A0}:d. BobPtr ;
  rp{R.A1}:d. RastPortPtr ); CODE -96;

PROCEDURE  AddFont (textFont{R.A1}:d. TextFontPtr ); CODE -480;

PROCEDURE  AddVSprite (
  vs{R.A0}:d. VSpritePtr ;

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rp{R.A1}:d. RastPortPtr ); CODE -102;

PROCEDURE AllocRaster (
width{R.D0}:CARDINAL;
height{R.D1}:CARDINAL):ADDRESS; CODE -492;

PROCEDURE AndRectRegion (
region{R.A0}:d. RegionPtr ;
rectangle{R.A1}:d. RectanglePtr ); CODE -504;

PROCEDURE AndRegionRegion (
region1{R.A0}:d. RegionPtr ;
region2{R.A1}:d. RegionPtr ):BOOLEAN; CODE -624;

PROCEDURE Animate (
VAR anKey{R.A0}:d. AnimObPtr ;
rp{R.A1}:d. RastPortPtr ); CODE -162;

PROCEDURE AreaDraw (
rp{R.A1}:d. RastPortPtr ;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -258;

PROCEDURE AreaEllipse (
rp{R.A1}:d. RastPortPtr ;
cX{R.D0}:INTEGER;
cY{R.D1}:INTEGER;
a{R.D2}:INTEGER;
b{R.D3}:INTEGER):BOOLEAN; CODE -186;

PROCEDURE AreaEnd (rp{R.A1}:d. RastPortPtr ):BOOLEAN; CODE -264;

PROCEDURE AreaMove (
rp{R.A1}:d. RastPortPtr ;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -252;

PROCEDURE AskFont (
rp{R.A1}:d. RastPortPtr ;
textAttr{R.A0}:d. TextAttrPtr ); CODE -474;

PROCEDURE AskSoftStyle (
rp{R.A1}:d. RastPortPtr ):d. FontStyleSet ; CODE -84;

PROCEDURE AttemptLockLayerRom (
layer{R.A5}:d. LayerPtr ):BOOLEAN; CODE -654;

PROCEDURE(*36*) BitMapScale (
VAR bitScaleArgs{R.A0}:d. BitScaleArgs ); CODE -678;

PROCEDURE BltBitMap (
srcBitMap{R.A0}:d. BitMapPtr ;
srcX{R.D0}:INTEGER;
srcY{R.D1}:INTEGER;
dstBitMap{R.A1}:d. BitMapPtr ;
dstX{R.D2}:INTEGER;
dstY{R.D3}:INTEGER;
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    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER;
    minterm{R.D6}:SHORTCARD;
    mask{R.D7}:SHORTCARD;
    tempA{R.A2}:ADDRESS):LONGCARD; CODE -30;

PROCEDURE BltBitMapRastPort (
    srcbm{R.A0}:d. BitMapPtr ;
    srcX{R.D0}:INTEGER;
    srcY{R.D1}:INTEGER;
    destRp{R.A1}:d. RastPortPtr ;
    destX{R.D2}:INTEGER;
    destY{R.D3}:INTEGER;
    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER;
    minterm{R.D6}:SHORTCARD); CODE -606;

PROCEDURE BltClear (
    memBlock{R.A1}:ADDRESS;
    bytecount{R.D0}:LONGCARD;
    flags{R.D1}:LONGSET); CODE -300;

PROCEDURE BltMaskBitMapRastPort (
    srcbm{R.A0}:d. BitMapPtr ;
    srcX{R.D0}:INTEGER;
    srcY{R.D1}:INTEGER;
    destRp{R.A1}:d. RastPortPtr ;
    destX{R.D2}:INTEGER;
    destY{R.D3}:INTEGER;
    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER;
    minterm{R.D6}:BYTE;
    bltmask{R.A2}:ADDRESS); CODE -636;

PROCEDURE BltPattern (
    rp{R.A1}:d. RastPortPtr ;
    mask{R.A0}:ADDRESS;
    xl{R.D0}:INTEGER;
    yl{R.D1}:INTEGER;
    maxX{R.D2}:INTEGER;
    maxY{R.D3}:INTEGER;
    bytecnt{R.D4}:INTEGER); CODE -312;

PROCEDURE BltTemplate (
    srcTemplate{R.A0}:ADDRESS;
    srcX{R.D0}:INTEGER;
    srcMod{R.D1}:INTEGER;
    rp{R.A1}:d. RastPortPtr ;
    dstX{R.D2}:INTEGER;
    dstY{R.D3}:INTEGER;
    sizeX{R.D4}:INTEGER;
    sizeY{R.D5}:INTEGER); CODE -36;

PROCEDURE CBump (c{R.A1}:d. UCopListPtr ); CODE -366;

PROCEDURE ChangeSprite (
    vp{R.A0}:d. ViewPortPtr ;
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s{R.A1}:d. SimpleSpritePtr ;
newdata{R.A2}:ADDRESS); CODE -420;

PROCEDURE CINIT (
    copperList{R.A0}:d. UCopListPtr ;
    num{R.D0}:LONGINT):d. CopListPtr ; CODE -594;
(*
    CINIT ist in C ein Makro dass die Funktion UCopperListInit aufruft.
    Hier ist CINIT so definiert, dass es identisch zu UCopperListInit
    ist.
*)

PROCEDURE ClearEOL (rp{R.A1}:d. RastPortPtr ); CODE -42;

PROCEDURE ClearRectRegion (
    region{R.A0}:d. RegionPtr ;
    rectangle{R.A1}:d. RectanglePtr ):BOOLEAN; CODE -522;

PROCEDURE ClearRegion (region{R.A0}:d. RegionPtr ); CODE -528;

PROCEDURE ClearScreen (rp{R.A1}:d. RastPortPtr ); CODE -48;

PROCEDURE ClipBlit (
    src{R.A0}:d. RastPortPtr ;
    srcX{R.D0}:INTEGER;
    srcY{R.D1}:INTEGER;
    dest{R.A1}:d. RastPortPtr ;
    destX{R.D2}:INTEGER;
    destY{R.D3}:INTEGER;
    xSize{R.D4}:INTEGER;
    ySize{R.D5}:INTEGER;
    minterm{R.D6}:SHORTCARD); CODE -552;

PROCEDURE CloseFont (font{R.A1}:d. TextFontPtr ); CODE -78;

PROCEDURE (*36*) CloseMonitor (
    monitorSpec{R.A0}:d. MonitorSpecPtr ):BOOLEAN; CODE -720;

PROCEDURE CMove (
    c{R.A1}:d. UCopListPtr ;
    a{R.D0}:ADDRESS;
    v{R.D1}:INTEGER); CODE -372;

PROCEDURE CopySBitMap (layer{R.A0}:d. LayerPtr ); CODE -450;

PROCEDURE CWait (
    c{R.A1}:d. UCopListPtr ;
    v{R.D0}:INTEGER;
    h{R.D1}:INTEGER); CODE -378;

PROCEDURE DisownBlitter (); CODE -462;

PROCEDURE DisposeRegion (region{R.A0}:d. RegionPtr ); CODE -534;

PROCEDURE DoCollision (rp{R.A1}:d. RastPortPtr ); CODE -108;

PROCEDURE Draw (
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rp{R.A1}:d. RastPortPtr ;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER); CODE -246;

PROCEDURE DrawEllipse (
rp{R.A1}:d. RastPortPtr ;
cX{R.D0}:INTEGER;
cY{R.D1}:INTEGER;
a{R.D2}:INTEGER;
b{R.D3}:INTEGER); CODE -180;

PROCEDURE DrawGList (
rp{R.A1}:d. RastPortPtr ;
vp{R.A0}:d. ViewPortPtr ); CODE -114;

PROCEDURE (*36*) EraseRect (
rp{R.A1}:d. RastPortPtr ;
xMin{R.D0}:INTEGER;
yMin{R.D1}:INTEGER;
xMax{R.D2}:INTEGER;
yMax{R.D3}:INTEGER); CODE -810;

PROCEDURE (*36*) ExtendFont (
font{R.A0}:d. TextFontPtr ;
fontTags{R.A1}: TagItemPtr ):LONGCARD; CODE -816;

PROCEDURE (*36*) FindDisplayInfo (
dispID{R.D0}:LONGCARD):d. DisplayInfoHandle ; CODE -726;

PROCEDURE Flood (
rp{R.A1}:d. RastPortPtr ;
mode{R.D2}:LONGCARD;
x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -330;

PROCEDURE (*36*) FontExtent (
font{R.A0}:d. TextFontPtr ;
VAR fontExtent{R.A1}:d. TextExtent ); CODE -762;

PROCEDURE FreeColorMap (colorMap{R.A0}:d. ColorMapPtr ); CODE -576;

PROCEDURE FreeCopList (coplist{R.A0}:d. CopListPtr ); CODE -546;

PROCEDURE FreeCprList (cprlist{R.A0}:d. CprlistPtr ); CODE -564;

PROCEDURE FreeGBuffers (
anOb{R.A0}:d. AnimObPtr ;
rp{R.A1}:d. RastPortPtr ;
db{R.D0}:BOOLEAN); CODE -600;

PROCEDURE FreeRaster (
p{R.A0}:ADDRESS;
width{R.D0}:CARDINAL;
height{R.D1}:CARDINAL); CODE -498;

PROCEDURE FreeSprite (pick{R.D0}:INTEGER); CODE -414;
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PROCEDURE FreeVPortCopLists (vp{R.A0}:d. ViewPortPtr ); CODE -540;

PROCEDURE GetColorMap (
    entries{R.D0}:LONGINT):d. ColorMapPtr ; CODE -570;

PROCEDURE (*36*) GetDisplayInfoData (
    handle{R.A0}:d. DisplayInfoHandle ;
    buf{R.A1}:ADDRESS;
    size{R.D0}:LONGCARD;
    tagID{R.D1}:LONGCARD;
    displayID{R.D2}:LONGCARD):LONGCARD; CODE -756;

PROCEDURE GetGBuffers (
    anOb{R.A0}:d. AnimObPtr ;
    rp{R.A1}:d. RastPortPtr ;
    db{R.D0}:BOOLEAN):BOOLEAN; CODE -168;

PROCEDURE GetRGB4 (
    colorMap{R.A0}:d. ColorMapPtr ;
    entry{R.D0}:LONGINT):LONGINT; CODE -582;

PROCEDURE GetSprite (
    sprite{R.A0}:d. SimpleSpritePtr ;
    pick{R.D0}:INTEGER):INTEGER; CODE -408;

PROCEDURE (*36*) GetVPMODEID (
    vp{R.A0}:d. ViewPortPtr ):LONGCARD; CODE -792;

PROCEDURE (*36*) GfxAssociate (
    associateNode{R.A0}:ADDRESS;
    gfxNodePtr{R.A1}:ADDRESS); CODE -672;

PROCEDURE (*36*) GfxFree (gfxNodePtr{R.A0}:ADDRESS); CODE -666;

PROCEDURE (*36*) GfxLookUp(
    associateNode{R.A0}:ADDRESS):ADDRESS; CODE -702;

PROCEDURE (*36*) GfxNew (gfxNodeType{R.D0}:LONGCARD):ADDRESS; CODE -660;

PROCEDURE InitArea (
    VAR areainfo{R.A0}:d. AreaInfo ;
    buffer{R.A1}:ADDRESS;
    maxvectors{R.D0}:INTEGER); CODE -282;

PROCEDURE InitBitMap (
    VAR bm{R.A0}:d. BitMap ;
    depth{R.D0}:INTEGER;
    width{R.D1}:LONGCARD;
    height{R.D2}:LONGCARD); CODE -390;

PROCEDURE InitGels (
    head{R.A0}:d. VSpritePtr ;
    tail{R.A1}:d. VSpritePtr ;
    gInfo{R.A2}:d. GelsInfoPtr ); CODE -120;

PROCEDURE InitGMasks (anOb{R.A0}:d. AnimObPtr ); CODE -174;
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PROCEDURE InitMasks (vs{R.A0}:d. VSpritePtr ); CODE -126;

PROCEDURE InitRastPort (VAR rp{R.A1}:d. RastPort ); CODE -198;

PROCEDURE InitTmpRas (
    VAR tmpRas{R.A0}:d. TmpRas ;
    buffer{R.A1}:ADDRESS;
    size{R.D0}:LONGINT); CODE -468;

PROCEDURE InitView (VAR view{R.A1}:d. View ); CODE -360;

PROCEDURE InitVPort (VAR vp{R.A0}:d. ViewPort ); CODE -204;

PROCEDURE LoadRGB4 (
    vp{R.A0}:d. ViewPortPtr ;
    colors{R.A1}:ADDRESS;
    count{R.D0}:INTEGER); CODE -192;

PROCEDURE LoadView (view{R.A1}:d. ViewPtr ); CODE -222;

PROCEDURE LockLayerRom (layer{R.A5}:d. LayerPtr ); CODE -432;

PROCEDURE MakeVPort (
    view{R.A0}:d. ViewPtr ;
    viewport{R.A1}:d. ViewPortPtr ); CODE -216;

PROCEDURE(*36*) ModeNotAvailable (
    modeID{R.D0}:LONGCARD):LONGCARD; CODE -798;

PROCEDURE Move (
    rp{R.A1}:d. RastPortPtr ;
    x{R.D0}:INTEGER;
    y{R.D1}:INTEGER); CODE -240;

PROCEDURE MoveSprite (
    vp{R.A0}:d. ViewPortPtr ;
    sprite{R.A1}:d. SimpleSpritePtr ;
    x{R.D0}:INTEGER;
    y{R.D1}:INTEGER); CODE -426;

PROCEDURE MrgCop (view{R.A1}:d. ViewPtr ); CODE -210;

PROCEDURE NewRegion ():d. RegionPtr ; CODE -516;

PROCEDURE(*36*) NextDisplayInfo (
    displayID{R.D0}:LONGCARD):LONGCARD; CODE -732;

PROCEDURE OpenFont (
    textAttr{R.A0}:d. TextAttrPtr ):d. TextFontPtr ; CODE -72;

PROCEDURE(*36*) OpenMonitor (
    monitorName{R.A1}:ADDRESS;
    displayID{R.D0}:LONGCARD):d. MonitorSpecPtr ; CODE -714;

PROCEDURE OrRectRegion (
    region{R.A0}:d. RegionPtr ;
    rectangle{R.A1}:d. RectanglePtr ):BOOLEAN; CODE -510;
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PROCEDURE OrRegionRegion (
    region1{R.A0}:d. RegionPtr ;
    region2{R.A1}:d. RegionPtr ):BOOLEAN; CODE -612;

PROCEDURE OwnBlitter (); CODE -456;

PROCEDURE PolyDraw (
    rp{R.A1}:d. RastPortPtr ;
    count{R.D0}:INTEGER;
    array{R.A0}:ADDRESS); CODE -336;

PROCEDURE QBlit (bp{R.A1}: BltnodePtr ); CODE -276;

PROCEDURE QBSBlit (bsp{R.A1}: BltnodePtr ); CODE -294;

PROCEDURE ReadPixel (
    rp{R.A1}:d. RastPortPtr ;
    x{R.D0}:INTEGER;
    y{R.D1}:INTEGER):LONGINT; CODE -318;

PROCEDURE(*36*) ReadPixelArray8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    xstop{R.D2}:CARDINAL;
    ystop{R.D3}:CARDINAL;
    array{R.A2}:ADDRESS;
    temprp{R.A1}:d. RastPortPtr ):LONGINT; CODE -780;

PROCEDURE(*36*) ReadPixelLine8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    width{R.D2}:CARDINAL;
    array{R.A2}:ADDRESS;
    tempRP{R.A1}:d. RastPortPtr ):LONGINT; CODE -768;

PROCEDURE RectFill (
    rp{R.A1}:d. RastPortPtr ;
    xMin{R.D0}:INTEGER;
    yMin{R.D1}:INTEGER;
    xMax{R.D2}:INTEGER;
    yMax{R.D3}:INTEGER); CODE -306;

PROCEDURE RemFont (textFont{R.A1}:d. TextFontPtr ); CODE -486;

PROCEDURE RemIBob (
    bob{R.A0}:d. BobPtr ;
    rp{R.A1}:d. RastPortPtr ;
    vp{R.A2}:d. ViewPortPtr ); CODE -132;

PROCEDURE RemVSprite (vs{R.A0}:d. VSpritePtr ); CODE -138;

PROCEDURE(*36*) ScalerDiv (
    factor{R.D0}:CARDINAL;
    numerator{R.D1}:CARDINAL;
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denominator{R.D2}:CARDINAL):CARDINAL; CODE -684;

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PROCEDURE ScrollRaster (  
  rp{R.A1}:d. RastPortPtr ;  
  dx{R.D0}:INTEGER;  
  dy{R.D1}:INTEGER;  
  xMin{R.D2}:INTEGER;  
  yMin{R.D3}:INTEGER;  
  xMax{R.D4}:INTEGER;  
  yMax{R.D5}:INTEGER); CODE -396;  
  
PROCEDURE ScrollVPort (vp{R.A0}:d. ViewPortPtr ); CODE -588;  
  
PROCEDURE SetAPen (  
  rp{R.A1}:d. RastPortPtr ;  
  pen{R.D0}:CARDINAL); CODE -342;  
  
PROCEDURE SetBPen (  
  rp{R.A1}:d. RastPortPtr ;  
  pen{R.D0}:CARDINAL); CODE -348;  
  
PROCEDURE SetCollision (  
  num{R.D0}:LONGCARD;  
  routine{R.A0}:ADDRESS;  
  gInfo{R.A1}:d. GelsInfoPtr ); CODE -144;  
  
PROCEDURE SetDrMd (  
  rp{R.A1}:d. RastPortPtr ;  
  mode{R.D0}:d. DrawModeSet ); CODE -354;  
  
PROCEDURE SetFont (  
  rp{R.A1}:d. RastPortPtr ;  
  font{R.A0}:d. TextFontPtr ); CODE -66;  
  
PROCEDURE SetRast (  
  rp{R.A1}:d. RastPortPtr ;  
  pen{R.D0}:CARDINAL); CODE -234;  
  
PROCEDURE SetRGB4 (  
  vp{R.A0}:d. ViewPortPtr ;  
  n{R.D0}:CARDINAL;  
  r{R.D1}:CARDINAL;  
  g{R.D2}:CARDINAL;  
  b{R.D3}:CARDINAL); CODE -288;  
  
PROCEDURE SetRGB4CM (  
  cm{R.A0}:d. ColorMapPtr ;  
  n{R.D0}:CARDINAL;  
  r{R.D1}:CARDINAL;  
  g{R.D2}:CARDINAL;  
  b{R.D3}:CARDINAL); CODE -630;  
  
PROCEDURE SetSoftStyle (  
  rp{R.A1}:d. RastPortPtr ;  
  style{R.D0}:d. FontStyleSet ;  
  enable{R.D1}:d. FontStyleSet ):d. FontStyleSet ; CODE -90;
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PROCEDURE SortGLList (rp{R.A1}:d. RastPortPtr ); CODE -150;

PROCEDURE(*36*) StripFont (font{R.A0}:d. TextFontPtr ); CODE -822;

PROCEDURE SyncSBitMap (layer{R.A0}:d. LayerPtr ); CODE -444;

PROCEDURE Text (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    count{R.D0}:LONGINT); CODE -60;

PROCEDURE(*36*) TextExtent (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    count{R.D0}:INTEGER;
    VAR textExtent{R.A2}:d. TextExtent ); CODE -690;

PROCEDURE(*36*) TextFit (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    strLen{R.D0}:CARDINAL;
    VAR textExtent{R.A2}:d. TextExtent ;
    constrainingExtent{R.A3}:d. TextExtentPtr ;
    strDirection{R.D1}:INTEGER;
    constrainBitWidth{R.D2}:CARDINAL;
    constrainBitHeight{R.D3}:CARDINAL):LONGCARD; CODE -696;

PROCEDURE TextLength (
    rp{R.A1}:d. RastPortPtr ;
    string{R.A0}:ADDRESS;
    count{R.D0}:INTEGER):INTEGER; CODE -54;

PROCEDURE UCopperListInit (
    copperList{R.A0}:d. UCopListPtr ;
    num{R.D0}:LONGINT):d. CopListPtr ; CODE -594;

PROCEDURE UnlockLayerRom (layer{R.A5}:d. LayerPtr ); CODE -438;

PROCEDURE VBeamPos ():LONGINT; CODE -384;

PROCEDURE(*36*) VideoControl (
    VAR colorMap{R.A0}:d. ColorMap ;
    tagarray{R.A1}: TagItemPtr ):BOOLEAN; CODE -708;

PROCEDURE WaitBlit (); CODE -228;

PROCEDURE WaitBOVP (vp{R.A0}:d. ViewPortPtr ); CODE -402;

PROCEDURE WaitTOF (); CODE -270;

PROCEDURE(*36*) WeighTAMatch (
    reqTextAttr{R.A0}:d. TTextAttrPtr ;
    targetTextAttr{R.A1}:d. TTextAttrPtr ;
    targetTags{R.A2}: TagItemPtr ):CARDINAL; CODE -804;

PROCEDURE WritePixel (
    rp{R.A1}:d. RastPortPtr ;
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x{R.D0}:INTEGER;
y{R.D1}:INTEGER):BOOLEAN; CODE -324;

PROCEDURE(*36*) WritePixelArray8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    xstop{R.D2}:CARDINAL;
    ystop{R.D3}:CARDINAL;
    array{R.A2}:ADDRESS;
    temprp{R.A1}:d. RastPortPtr ):LONGINT; CODE -786;

PROCEDURE(*36*) WritePixelLine8 (
    rp{R.A0}:d. RastPortPtr ;
    xstart{R.D0}:CARDINAL;
    ystart{R.D1}:CARDINAL;
    width{R.D2}:CARDINAL;
    array{R.A2}:ADDRESS;
    tempRP{R.A1}:d. RastPortPtr ):LONGINT; CODE -774;

PROCEDURE XorRectRegion (
    region{R.A0}:d. RegionPtr ;
    rectangle{R.A1}:d. RectanglePtr ):BOOLEAN; CODE -558;

PROCEDURE XorRegionRegion (
    region1{R.A0}:d. RegionPtr ;
    region2{R.A1}:d. RegionPtr ):BOOLEAN; CODE -618;

END GraphicsL.lib33
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