

**in**

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|               | <i>TITLE :</i><br>in |                |                  |
| <i>ACTION</i> | <i>NAME</i>          | <i>DATE</i>    | <i>SIGNATURE</i> |
| WRITTEN BY    |                      | April 16, 2022 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

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# Chapter 1

## in

### 1.1 Module Information

```
ShowModule v1.10 (c) 1992 $#%!
now showing: "graphics/gels.m"
NOTE: don't use this output in your code, use the module instead.
```

```
(----) OBJECT colltable
(  0)  collptrs[16]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=64 */
```

```
(----) OBJECT dbp
(  0)  bufy:INT
(  2)  bufx:INT
(  4)  bufpath:PTR TO vs
(  8)  bufbuffer:PTR TO INT
( 12)  bufplanes:PTR TO LONG
(----) ENDOBJECT      /* SIZEOF=16 */
```

```
(----) OBJECT ao
(  0)  nextob:PTR TO ao
(  4)  prevob:PTR TO ao
(  8)  clock:LONG
( 12)  anoldy:INT
( 14)  anoldx:INT
( 16)  any:INT
( 18)  anx:INT
( 20)  yvel:INT
( 22)  xvel:INT
( 24)  xaccel:INT
( 26)  yaccel:INT
( 28)  ringytrans:INT
( 30)  ringxtrans:INT
( 32)  animoroutine:LONG
( 36)  headcomp:PTR TO ac
(----) ENDOBJECT      /* SIZEOF=40 */
```

```
(----) OBJECT ac
(  0)  compflags:INT
(  2)  timer:INT
(  4)  timeset:INT
```

---

```
( 6)  nextcomp:PTR TO ac
( 10) prevcomp:PTR TO ac
( 14) nextseq:PTR TO ac
( 18) prevseq:PTR TO ac
( 22) animcroutine:LONG
( 26) ytrans:INT
( 28) xtrans:INT
( 30) headob:PTR TO ao
( 34) animbob:PTR TO bob
(----) ENDOBJECT      /* SIZEOF=38 */
```

```
(----) OBJECT bob
( 0)  bobflags:INT
( 2)  savebuffer:PTR TO INT
( 6)  imageshadow:PTR TO INT
( 10) before:PTR TO bob
( 14) after:PTR TO bob
( 18) bobvsprite:PTR TO vs
( 22) bobcomp:PTR TO ac
( 26) dbuffer:PTR TO dbp
(----) ENDOBJECT      /* SIZEOF=30 */
```

```
(----) OBJECT vs
( 0)  nextvsprite:PTR TO vs
( 4)  prevvsprite:PTR TO vs
( 8)  drawpath:PTR TO vs
( 12) clearpath:PTR TO vs
( 16) oldy:INT
( 18) oldx:INT
( 20) vsflags:INT
( 22) y:INT
( 24) x:INT
( 26) height:INT
( 28) width:INT
( 30) depth:INT
( 32) memask:INT
( 34) hitmask:INT
( 36) imagedata:PTR TO INT
( 40) borderline:PTR TO INT
( 44) collmask:PTR TO INT
( 48) sprcolors:PTR TO INT
( 52) vsbob:PTR TO bob
( 56) planepick:CHAR
( 57) planeonoff:CHAR
(----) ENDOBJECT      /* SIZEOF=58 */
```

```
CONST BF_BOBNIX=$800,
      ANIMHALF=$20,
      VSF_VSPRITE=1,
      B2SWAP=1,
      VSF_SAVEBACK=2,
      B2NORM=0,
      VSF_BOBUPDATE=$200,
      BF_SAVEBOB=1,
      BF_BWAITING=$100,
      VSF_BACKSAVED=$100,
      BF_BOBSAWAY=$400,
```

```
VSF_GELGONE=$400,  
BF_SAVEPRESERVE=$1000,  
VSF_VSOVERFLOW=$800,  
VSF_MUSTDRAW=8,  
B2BOBBER=2,  
RINGTRIGGER=1,  
BF_BDRAWN=$200,  
BF_BOBISCOMP=2,  
BF_OUTSTEP=$2000,  
ANFRACSIZE=6,  
VSF_OVERLAY=4,  
BUSERFLAGS=$FF,  
SUSERFLAGS=$FF
```

```
#define RemBob/1  
#define InitAnimate/1
```