

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		May 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 ModuleInformation

```
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
```