

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 ModuleInformation

ShowModule v1.10 (c) 1992 \$#%!

now showing: "graphics.m"

NOTE: don't use this output in your code, use the module instead.

LIBRARY gfxbase	/* informal notation ←
*/	
BltBitMap (A0,D0,D1,A1,D2,D3,D4,D5,D6,D7,A2)	/* -30 (1E) */
BltTemplate (A0,D0,D1,A1,D2,D3,D4,D5)	/* -36 (24) */
ClearEOL (A1)	/* -42 (2A) */
ClearScreen (A1)	/* -48 (30) */
TextLength (A1,A0,D0)	/* -54 (36) */
Text (A1,A0,D0)	/* -60 (3C) */
SetFont (A1,A0)	/* -66 (42) */
OpenFont (A0)	/* -72 (48) */
CloseFont (A1)	/* -78 (4E) */
AskSoftStyle (A1)	/* -84 (54) */
SetSoftStyle (A1,D0,D1)	/* -90 (5A) */
AddBob (A0,A1)	/* -96 (60) */
AddVSprite (A0,A1)	/* -102 (66) */
DoCollision (A1)	/* -108 (6C) */
DrawGLList (A1,A0)	/* -114 (72) */
InitGels (A0,A1,A2)	/* -120 (78) */
InitMasks (A0)	/* -126 (7E) */
RemIBob (A0,A1,A2)	/* -132 (84) */
RemVSprite (A0)	/* -138 (8A) */
SetCollision (D0,A0,A1)	/* -144 (90) */
SortGLList (A1)	/* -150 (96) */
AddAnimOb (A0,A1,A2)	/* -156 (9C) */
Animate (A0,A1)	/* -162 (A2) */
GetGBuffers (A0,A1,D0)	/* -168 (A8) */
InitGMasks (A0)	/* -174 (AE) */
DrawEllipse (A1,D0,D1,D2,D3)	/* -180 (B4) */
AreaEllipse (A1,D0,D1,D2,D3)	/* -186 (BA) */
LoadRGB4 (A0,A1,D0)	/* -192 (C0) */
InitRastPort (A1)	/* -198 (C6) */
InitVPort (A0)	/* -204 (CC) */
MrgCop (A1)	/* -210 (D2) */
MakeVPort (A0,A1)	/* -216 (D8) */

LoadView (A1)	/* -222 (DE) */
WaitBlit ()	/* -228 (E4) */
SetRast (A1,D0)	/* -234 (EA) */
Move (A1,D0,D1)	/* -240 (F0) */
Draw (A1,D0,D1)	/* -246 (F6) */
AreaMove (A1,D0,D1)	/* -252 (FC) */
AreaDraw (A1,D0,D1)	/* -258 (102) */
AreaEnd (A1)	/* -264 (108) */
WaitTOF ()	/* -270 (10E) */
Qblit (A1)	/* -276 (114) */
InitArea (A0,A1,D0)	/* -282 (11A) */
SetRGB4 (A0,D0,D1,D2,D3)	/* -288 (120) */
QbSBlit (A1)	/* -294 (126) */
BltClear (A1,D0,D1)	/* -300 (12C) */
RectFill (A1,D0,D1,D2,D3)	/* -306 (132) */
BltPattern (A1,A0,D0,D1,D2,D3,D4)	/* -312 (138) */
ReadPixel (A1,D0,D1)	/* -318 (13E) */
WritePixel (A1,D0,D1)	/* -324 (144) */
Flood (A1,D2,D0,D1)	/* -330 (14A) */
PolyDraw (A1,D0,A0)	/* -336 (150) */
SetAPen (A1,D0)	/* -342 (156) */
SetBPen (A1,D0)	/* -348 (15C) */
SetDrMd (A1,D0)	/* -354 (162) */
InitView (A1)	/* -360 (168) */
Chump (A1)	/* -366 (16E) */
Cmove (A1,D0,D1)	/* -372 (174) */
Cwait (A1,D0,D1)	/* -378 (17A) */
VbeamPos ()	/* -384 (180) */
InitBitMap (A0,D0,D1,D2)	/* -390 (186) */
ScrollRaster (A1,D0,D1,D2,D3,D4,D5)	/* -396 (18C) */
WaitBOVP (A0)	/* -402 (192) */
GetSprite (A0,D0)	/* -408 (198) */
FreeSprite (D0)	/* -414 (19E) */
ChangeSprite (A0,A1,A2)	/* -420 (1A4) */
MoveSprite (A0,A1,D0,D1)	/* -426 (1AA) */
LockLayerRom (A5)	/* -432 (1B0) */
UnlockLayerRom (A5)	/* -438 (1B6) */
SyncSBitMap (A0)	/* -444 (1BC) */
CopySBitMap (A0)	/* -450 (1C2) */
OwnBlitter ()	/* -456 (1C8) */
DisownBlitter ()	/* -462 (1CE) */
InitTmpRas (A0,A1,D0)	/* -468 (1D4) */
AskFont (A1,A0)	/* -474 (1DA) */
AddFont (A1)	/* -480 (1E0) */
RemFont (A1)	/* -486 (1E6) */
AllocRaster (D0,D1)	/* -492 (1EC) */
FreeRaster (A0,D0,D1)	/* -498 (1F2) */
AndRectRegion (A0,A1)	/* -504 (1F8) */
OrRectRegion (A0,A1)	/* -510 (1FE) */
NewRegion ()	/* -516 (204) */
ClearRectRegion (A0,A1)	/* -522 (20A) */
ClearRegion (A0)	/* -528 (210) */
DisposeRegion (A0)	/* -534 (216) */
FreeVPortCopLists (A0)	/* -540 (21C) */
FreeCopList (A0)	/* -546 (222) */
ClipBlit (A0,D0,D1,A1,D2,D3,D4,D5,D6)	/* -552 (228) */
XorRectRegion (A0,A1)	/* -558 (22E) */

FreeCprList (A0)	/* -564 (234) */
GetColorMap (D0)	/* -570 (23A) */
FreeColorMap (A0)	/* -576 (240) */
GetRGB4 (A0,D0)	/* -582 (246) */
ScrollVPort (A0)	/* -588 (24C) */
UcopperListInit (A0,D0)	/* -594 (252) */
FreeGBuffers (A0,A1,D0)	/* -600 (258) */
BltBitMapRastPort (A0,D0,D1,A1,D2,D3,D4,D5,D6)	/* -606 (25E) */
OrRegionRegion (A0,A1)	/* -612 (264) */
XorRegionRegion (A0,A1)	/* -618 (26A) */
AndRegionRegion (A0,A1)	/* -624 (270) */
SetRGB4CM (A0,D0,D1,D2,D3)	/* -630 (276) */
BltMaskBitMapRastPort (A0,D0,D1,A1,D2,D3,D4,D5,D6,A2)	/* -636 (27C) */
AttemptLockLayerRom (A5)	/* -654 (28E) */
GfxNew (D0)	/* -660 (294) */
GfxFree (A0)	/* -666 (29A) */
GfxAssociate (A0,A1)	/* -672 (2A0) */
BitMapScale (A0)	/* -678 (2A6) */
ScalerDiv (D0,D1,D2)	/* -684 (2AC) */
TextExtent (A1,A0,D0,A2)	/* -690 (2B2) */
TextFit (A1,A0,D0,A2,A3,D1,D2,D3)	/* -696 (2B8) */
GfxLookUp (A0)	/* -702 (2BE) */
VideoControl (A0,A1)	/* -708 (2C4) */
OpenMonitor (A1,D0)	/* -714 (2CA) */
CloseMonitor (A0)	/* -720 (2D0) */
FindDisplayInfo (D0)	/* -726 (2D6) */
NextDisplayInfo (D0)	/* -732 (2DC) */
GetDisplayInfoData (A0,A1,D0,D1,D2)	/* -756 (2F4) */
FontExtent (A0,A1)	/* -762 (2FA) */
ReadPixelLine8 (A0,D0,D1,D2,A2,A1)	/* -768 (300) */
WritePixelLine8 (A0,D0,D1,D2,A2,A1)	/* -774 (306) */
ReadPixelArray8 (A0,D0,D1,D2,D3,A2,A1)	/* -780 (30C) */
WritePixelArray8 (A0,D0,D1,D2,D3,A2,A1)	/* -786 (312) */
GetVPMoDeID (A0)	/* -792 (318) */
ModeNotAvailable (D0)	/* -798 (31E) */
WeighTAMatch (A0,A1,A2)	/* -804 (324) */
EraseRect (A1,D0,D1,D2,D3)	/* -810 (32A) */
ExtendFont (A0,A1)	/* -816 (330) */
StripFont (A0)	/* -822 (336) */
CalcIVG (A0,A1)	/* -828 (33C) */
AttachPalExtra (A0,A1)	/* -834 (342) */
ObtainBestPenA (A0,D1,D2,D3,A1)	/* -840 (348) */
SetRGB32 (A0,D0,D1,D2,D3)	/* -852 (354) */
GetAPen (A0)	/* -858 (35A) */
GetBPen (A0)	/* -864 (360) */
GetDrMd (A0)	/* -870 (366) */
GetOutlinePen (A0)	/* -876 (36C) */
LoadRGB32 (A0,A1)	/* -882 (372) */
SetChipRev (D0)	/* -888 (378) */
SetABPenDrMd (A1,D0,D1,D2)	/* -894 (37E) */
GetRGB32 (A0,D0,D1,A1)	/* -900 (384) */
AllocBitMap (D0,D1,D2,D3,A0)	/* -918 (396) */
FreeBitMap (A0)	/* -924 (39C) */
GetExtSpriteA (A2,A1)	/* -930 (3A2) */
CoerceMode (A0,D0,D1)	/* -936 (3A8) */
ChangeVPBitMap (A0,A1,A2)	/* -942 (3AE) */
ReleasePen (A0,D0)	/* -948 (3B4) */

ObtainPen(A0,D0,D1,D2,D3,D4)	/* -954 (3BA) */
GetBitMapAttr(A0,D1)	/* -960 (3C0) */
AllocDBufInfo(A0)	/* -966 (3C6) */
FreeDBufInfo(A1)	/* -972 (3CC) */
SetOutlinePen(A0,D0)	/* -978 (3D2) */
SetWriteMask(A0,D0)	/* -984 (3D8) */
SetMaxPen(A0,D0)	/* -990 (3DE) */
SetRGB32CM(A0,D0,D1,D2,D3)	/* -996 (3E4) */
ScrollRasterBF(A1,D0,D1,D2,D3,D4,D5)	/* -1002 (3EA) */
FindColor(A3,D1,D2,D3,D4)	/* -1008 (3F0) */
AllocSpriteDataA(A2,A1)	/* -1020 (3FC) */
ChangeExtSpriteA(A0,A1,A2,A3)	/* -1026 (402) */
FreeSpriteData(A2)	/* -1032 (408) */
SetRPAttrA(A0,A1)	/* -1038 (40E) */
GetRPAttrA(A0,A1)	/* -1044 (414) */
BestModeIDA(A0)	/* -1050 (41A) */
WriteChunkyPixels(A0,D0,D1,D2,D3,A2,D4)	/* -1056 (420) */

ENDLIBRARY
