

**in**

<b>COLLABORATORS</b>
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	<i>TITLE :</i>  in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 26, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 ModuleInformation

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

```
(----) OBJECT bltnode
(  0)   n:PTR TO bltnode
(  4)   function:LONG
(  8)   stat:CHAR
(  9)   dummy:CHAR
( 10)   blitsize:INT
( 12)   beamsync:INT
( 14)   cleanup:LONG
(----) ENDOBJECT      /* SIZEOF=18 */
```

```
CONST DEST=$100,
      BC0F_DEST=$100,
      BC0B_DEST=8,
      SRCA=$800,
      BC0F_SRCA=$800,
      BC0B_SRCA=11,
      SRCB=$400,
      BC0F_SRCB=$400,
      BC0B_SRCB=10,
      SRCC=$200,
      BC0F_SRCC=$200,
      BC0B_SRCC=9,
      VSIZEBITS=10,
      HSIZEBITS=6,
      BLITREVERSE=2,
      ABC=$80,
      OCTANT1=16,
      OCTANT2=0,
      OCTANT3=8,
      OCTANT4=20,
      OCTANT5=28,
      OCTANT6=12,
      OCTANT7=4,
      OCTANT8=24,
```

```
NANBNC=1,  
ANBNC=16,  
VSIZEMASK=$3FF,  
HSIZEMASK=$3F,  
NABC=8,  
FILL_OR=8,  
A_OR_B=$FC,  
A_XOR_C=$5A,  
A_OR_C=$FA,  
A_TO_D=$F0,  
CLEANUP=$40,  
SUD=16,  
MAXBYTESPERROW=$1000,  
MINBYTESPERROW=$80,  
MAXBYTESPERROW=$1000,  
SUL=8,  
NABNC=4,  
ABNC=$40,  
FILL_XOR=16,  
SIGNFLAG=$40,  
OVFLAG=$20,  
BSHIFTSHIFT=12,  
ASHIFTSHIFT=12,  
CLEANME=$40,  
AUL=4,  
LINEMODE=1,  
FILL_CARRYIN=4,  
ONEDOT=2,  
CLEANMEN=6,  
NANBC=2,  
ANBC=$20,  
BC1F_DESC=2
```