

IncludeXREF

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: A

```
a2024_sync_raster pointer to long int in struct GfxBase
+0x0174 graphics/gfxbase.h: *82
aBMS          #define 63 = 0x0000003f devices/printer.h: *125
aCAM          #define 66 = 0x00000042 devices/printer.h: *128
aDEN1         #define 26 = 0x0000001a devices/printer.h: *67
aDEN2         #define 25 = 0x00000019 devices/printer.h: *66
aDEN3         #define 24 = 0x00000018 devices/printer.h: *65
aDEN4         #define 23 = 0x00000017 devices/printer.h: *64
aDEN5         #define 22 = 0x00000016 devices/printer.h: *63
aDEN6         #define 21 = 0x00000015 devices/printer.h: *62
aEXTEND       #define 75 = 0x0000004b devices/printer.h: *138
aFNT0         #define 34 = 0x00000022 devices/printer.h: *77
aFNT1         #define 35 = 0x00000023 devices/printer.h: *78
aFNT10        #define 44 = 0x0000002c devices/printer.h: *87
aFNT2         #define 36 = 0x00000024 devices/printer.h: *79
aFNT3         #define 37 = 0x00000025 devices/printer.h: *80
aFNT4         #define 38 = 0x00000026 devices/printer.h: *81
aFNT5         #define 39 = 0x00000027 devices/printer.h: *82
aFNT6         #define 40 = 0x00000028 devices/printer.h: *83
aFNT7         #define 41 = 0x00000029 devices/printer.h: *84
aFNT8         #define 42 = 0x0000002a devices/printer.h: *85
aFNT9         #define 43 = 0x0000002b devices/printer.h: *86
aHTS          #define 67 = 0x00000043 devices/printer.h: *130
aIND          #define 2 = 0x00000002 devices/printer.h: *40
aJFY0         #define 52 = 0x00000034 devices/printer.h: *112
aJFY1         #define 54 = 0x00000036 devices/printer.h: *114
aJFY3         #define 53 = 0x00000035 devices/printer.h: *113
aJFY5         #define 49 = 0x00000031 devices/printer.h: *109
aJFY6         #define 51 = 0x00000033 devices/printer.h: *111
aJFY7         #define 50 = 0x00000032 devices/printer.h: *110
aLMS          #define 60 = 0x0000003c devices/printer.h: *122
aNEL          #define 3 = 0x00000003 devices/printer.h: *41
aPERF         #define 58 = 0x0000003a devices/printer.h: *119
aPERF0        #define 59 = 0x0000003b devices/printer.h: *120
aPLD          #define 33 = 0x00000021 devices/printer.h: *75
aPLU          #define 32 = 0x00000020 devices/printer.h: *74
aPROP0        #define 47 = 0x0000002f devices/printer.h: *107
aPROP1        #define 46 = 0x0000002e devices/printer.h: *106
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aPROP2      #define 45 = 0x0000002d  devices/printer.h: *105
aRAW        #define 76 = 0x0000004c  devices/printer.h: *140
aRI         #define 4 = 0x00000004  devices/printer.h: *42
aRIN        #define 1 = 0x00000001  devices/printer.h: *39
aRIS        #define 0 = 0x00000000  devices/printer.h: *38
aRMS        #define 61 = 0x0000003d  devices/printer.h: *123
aSBC        #define 13 = 0x0000000d  devices/printer.h: *52
aSFC        #define 12 = 0x0000000c  devices/printer.h: *51
aSGR0       #define 5 = 0x00000005  devices/printer.h: *44
aSGR1       #define 10 = 0x0000000a  devices/printer.h: *49
aSGR22      #define 11 = 0x0000000b  devices/printer.h: *50
aSGR23      #define 7 = 0x00000007  devices/printer.h: *46
aSGR24      #define 9 = 0x00000009  devices/printer.h: *48
aSGR3       #define 6 = 0x00000006  devices/printer.h: *45
aSGR4       #define 8 = 0x00000008  devices/printer.h: *47
aSHORP0     #define 14 = 0x0000000e  devices/printer.h: *54
aSHORP1     #define 16 = 0x00000010  devices/printer.h: *56
aSHORP2     #define 15 = 0x0000000f  devices/printer.h: *55
aSHORP3     #define 18 = 0x00000012  devices/printer.h: *58
aSHORP4     #define 17 = 0x00000011  devices/printer.h: *57
aSHORP5     #define 20 = 0x00000014  devices/printer.h: *60
aSHORP6     #define 19 = 0x00000013  devices/printer.h: *59
aSLPP       #define 57 = 0x00000039  devices/printer.h: *118
aSLRM       #define 65 = 0x00000041  devices/printer.h: *127
aSTBM       #define 64 = 0x00000040  devices/printer.h: *126
aSUS0       #define 31 = 0x0000001f  devices/printer.h: *73
aSUS1       #define 28 = 0x0000001c  devices/printer.h: *70
aSUS2       #define 27 = 0x0000001b  devices/printer.h: *69
aSUS3       #define 30 = 0x0000001e  devices/printer.h: *72
aSUS4       #define 29 = 0x0000001d  devices/printer.h: *71
aTBC0       #define 69 = 0x00000045  devices/printer.h: *132
aTBC1       #define 71 = 0x00000047  devices/printer.h: *134
aTBC3       #define 70 = 0x00000046  devices/printer.h: *133
aTBC4       #define 72 = 0x00000048  devices/printer.h: *135
aTBCALL     #define 73 = 0x00000049  devices/printer.h: *136
aTBSALL     #define 74 = 0x0000004a  devices/printer.h: *137
aTMS        #define 62 = 0x0000003e  devices/printer.h: *124
aTSS        #define 48 = 0x00000030  devices/printer.h: *108
aVERP0      #define 55 = 0x00000037  devices/printer.h: *116
aVERP1      #define 56 = 0x00000038  devices/printer.h: *117
aVTS        #define 68 = 0x00000044  devices/printer.h: *131
abs          function returning "LONG"  libraries/mathffp.h: *64
ac_dat      unsigned short int in struct AudChannel
            +0x000a hardware/custom.h: *102
ac_len      unsigned short int in struct AudChannel
            +0x0004 hardware/custom.h: *99
ac_pad      array [2] of unsigned short int in struct AudChannel
            +0x000c hardware/custom.h: *103
ac_per      unsigned short int in struct AudChannel
            +0x0006 hardware/custom.h: *100
ac_ptr      pointer to unsigned short int in struct AudChannel
            +0x0000 hardware/custom.h: *98
ac_vol      unsigned short int in struct AudChannel
            +0x0008 hardware/custom.h: *101
acos        #define IEEEDEPAcos  libraries/mathffp.h: *42
            libraries/mathieeedp.h: *42
adkcon      unsigned short int in struct Custom

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+0x009e hardware/custom.h: *96
adkconr      unsigned short int in struct Custom
+0x0010 hardware/custom.h: *36
af_Attr      struct TextAttr(size 0x0008 bytes) in struct AvailFonts
+0x0002 libraries/diskfont.h: *97
af_Type      unsigned short int in struct AvailFonts
+0x0000 libraries/diskfont.h: *96
afh_NumEntries unsigned short int in struct AvailFontsHeader
+0x0000 libraries/diskfont.h: *106
afp          function returning "LONG"   libraries/mathffp.h: *78
ai_PRIVATE   pointer to void in struct AppIcon
+0x0000 workbench/workbench.h: *147
al_Lock      long int in struct AssignList +0x0004 dos/dosextens.h: *398
al_Next      pointer to struct AssignList in struct AssignList
+0x0000 dos/dosextens.h: *397
am_ArgList   pointer to struct WBArg in struct AppMessage
+0x0022 workbench/workbench.h: *132
am_Class     unsigned short int in struct AppMessage
+0x0028 workbench/workbench.h: *134
am_ID        unsigned long int in struct AppMessage
+0x001a workbench/workbench.h: *130
am_Message   struct Message(size 0x0014 bytes) in struct AppMessage
+0x0000 workbench/workbench.h: *127
am_Micros    unsigned long int in struct AppMessage
+0x0032 workbench/workbench.h: *138
am_MouseX    short int in struct AppMessage
+0x002a workbench/workbench.h: *135
am_MouseY    short int in struct AppMessage
+0x002c workbench/workbench.h: *136
am_NumArgs   long int in struct AppMessage
+0x001e workbench/workbench.h: *131
am_Reserved  array [8] of unsigned long int in struct AppMessage
+0x0036 workbench/workbench.h: *139
am_Seconds   unsigned long int in struct AppMessage
+0x002e workbench/workbench.h: *137
am_Type      unsigned short int in struct AppMessage
+0x0014 workbench/workbench.h: *128
am_UserData  unsigned long int in struct AppMessage
+0x0016 workbench/workbench.h: *129
am_Version   unsigned short int in struct AppMessage
+0x0026 workbench/workbench.h: *133
ami_PRIVATE  pointer to void in struct AppMenuItem
+0x0000 workbench/workbench.h: *148
an_Child     pointer to struct AChain in struct AChain
+0x0000 dos/dosasl.h: *99
an_Flags     char in struct AChain +0x0110 dos/dosasl.h: *103
an_Info      struct FileInfoBlock(size 0x0104 bytes) in struct AChain
+0x000c dos/dosasl.h: *102
an_Lock      long int in struct AChain +0x0008 dos/dosasl.h: *101
an_Parent    pointer to struct AChain in struct AChain
+0x0004 dos/dosasl.h: *100
an_String    array [1] of unsigned char in struct AChain
+0x0111 dos/dosasl.h: *104
ap_Base      pointer to struct AChain in struct AnchorPath
+0x0000 dos/dosasl.h: *55
ap_BreakBits long int in struct AnchorPath +0x0008 dos/dosasl.h: *59
ap_Buf       array [1] of unsigned char in struct AnchorPath

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+0x0118 dos/dosasl.h: *66
ap_Current      #define ap_Last  dos/dosasl.h: *58
ap_First        #define ap_Base  dos/dosasl.h: *56
ap_Flags        char in struct AnchorPath +0x0010 dos/dosasl.h: *61
ap_FoundBreak   long int in struct AnchorPath +0x000c dos/dosasl.h: *60
ap_Info         struct FileInfoBlock(size 0x0104 bytes) in struct AnchorPath
+0x0014 dos/dosasl.h: *65
ap_Last         pointer to struct AChain in struct AnchorPath
+0x0004 dos/dosasl.h: *57
ap_Length       #define ap_Flags  dos/dosasl.h: *64
ap_Reserved     char in struct AnchorPath +0x0011 dos/dosasl.h: *62
ap_Strlen       short int in struct AnchorPath +0x0012 dos/dosasl.h: *63
articulate      unsigned char in struct narrator_rb
+0x004e devices/narrator.h: *115
asi_Start       unsigned short int in struct AnalogSignalInterval
+0x0000 graphics/monitor.h: *138
asi_Stop        unsigned short int in struct AnalogSignalInterval
+0x0002 graphics/monitor.h: *139
asin            #define IEEEEDPAsin  libraries/mathffp.h: *44
                libraries/mathieeedp.h: *44
atan            #define IEEEEDPAtan  libraries/mathffp.h: *40
                libraries/mathieeedp.h: *40
aud             array [4] of struct AudChannel(size 0x0010 bytes) in struct
                Custom
+0x00a0 hardware/custom.h: *104
aw_PRIVATE      pointer to void in struct AppWindow
+0x0000 workbench/workbench.h: *146
Aladj           char in struct narrator_rb +0x004b devices/narrator.h: *112
A2024FIFTEENHERTZ_KEY #define 0x00049000 = 0x00049000
                graphics/displayinfo.h: *210
A2024TENHERTZ_KEY #define 0x00041000 = 0x00041000
                graphics/displayinfo.h: *209
A2024_MONITOR_ID #define 0x00041000 = 0x00041000 graphics/displayinfo.h: *207
A2adj           char in struct narrator_rb +0x004c devices/narrator.h: *113
A3adj           char in struct narrator_rb +0x004d devices/narrator.h: *114
ABC             #define 0x80 = 0x00000080 hardware/blit.h: *32
ABNC            #define 0x40 = 0x00000040 hardware/blit.h: *33
ABORT_BUSY      #define 288 = 0x00000120 dos/dosextens.h: *460
ABORT_DISK_ERROR #define 296 = 0x00000128 dos/dosextens.h: *459
ABS             macro (1 argument) clib/macros.h: *17
ABSOLUTE_DIMENSIONS #define 0x0020 = 0x00000020 intuition/preferences.h: *249
ACCESS_READ     #define -2 = 0xffffffff dos/dos.h: *50
ACCESS_WRITE    #define -1 = 0xffffffff dos/dos.h: *52
ACTION_ADD_NOTIFY #define 4097 = 0x00001001 dos/dosextens.h: *211
ACTION_CHANGE_MODE #define 1028 = 0x00000404 dos/dosextens.h: *201
ACTION_CHANGE_SIGNAL #define 995 = 0x000003e3 dos/dosextens.h: *193
ACTION_COPY_DIR #define 19 = 0x00000013 dos/dosextens.h: *162
ACTION_COPY_DIR_FH #define 1030 = 0x00000406 dos/dosextens.h: *203
ACTION_CREATE_DIR #define 22 = 0x00000016 dos/dosextens.h: *165
ACTION_CURRENT_VOLUME #define 7 = 0x00000007 dos/dosextens.h: *153
ACTION_DELETE_OBJECT #define 16 = 0x00000010 dos/dosextens.h: *159
ACTION_DIE      #define 5 = 0x00000005 dos/dosextens.h: *151
ACTION_DISK_CHANGE #define 33 = 0x00000021 dos/dosextens.h: *176
ACTION_DISK_INFO #define 25 = 0x00000019 dos/dosextens.h: *168
ACTION_DISK_TYPE #define 32 = 0x00000020 dos/dosextens.h: *175
ACTION_END      #define 1007 = 0x000003ef dos/dosextens.h: *187
ACTION_EVENT    #define 6 = 0x00000006 dos/dosextens.h: *152

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ACTION_EXAMINE_ALL #define 1033 = 0x00000409 dos/dosextens.h: *205
ACTION_EXAMINE_FH #define 1034 = 0x0000040a dos/dosextens.h: *206
ACTION_EXAMINE_NEXT #define 24 = 0x00000018 dos/dosextens.h: *167
ACTION_EXAMINE_OBJECT #define 23 = 0x00000017 dos/dosextens.h: *166
ACTION_FH_FROM_LOCK #define 1026 = 0x00000402 dos/dosextens.h: *199
ACTION_FINDINPUT #define 1005 = 0x000003ed dos/dosextens.h: *185
ACTION_FINDOUTPUT #define 1006 = 0x000003ee dos/dosextens.h: *186
ACTION_FINDUPDATE #define 1004 = 0x000003ec dos/dosextens.h: *184
ACTION_FLUSH #define 27 = 0x0000001b dos/dosextens.h: *170
ACTION_FORMAT #define 1020 = 0x000003fc dos/dosextens.h: *194
ACTION_FREE_LOCK #define 15 = 0x0000000f dos/dosextens.h: *158
ACTION_FREE_RECORD #define 2009 = 0x000007d9 dos/dosextens.h: *209
ACTION_GET_BLOCK #define 2 = 0x00000002 dos/dosextens.h: *149
ACTION_INFO #define 26 = 0x0000001a dos/dosextens.h: *169
ACTION_INHIBIT #define 31 = 0x0000001f dos/dosextens.h: *174
ACTION_IS_FILESYSTEM #define 1027 = 0x00000403 dos/dosextens.h: *200
ACTION_LOCATE_OBJECT #define 8 = 0x00000008 dos/dosextens.h: *154
ACTION_LOCK_RECORD #define 2008 = 0x000007d8 dos/dosextens.h: *208
ACTION_MAKE_LINK #define 1021 = 0x000003fd dos/dosextens.h: *195
ACTION_MORE_CACHE #define 18 = 0x00000012 dos/dosextens.h: *161
ACTION_NIL #define 0 = 0x00000000 dos/dosextens.h: *147
ACTION_PARENT #define 29 = 0x0000001d dos/dosextens.h: *172
ACTION_PARENT_FH #define 1031 = 0x00000407 dos/dosextens.h: *204
ACTION_QUEUE #define 2003L = 0x000007d3 rexx/rexxio.h: *81
ACTION_READ #define 'R' = 0x00000052 dos/dosextens.h: *157
ACTION_READ_LINK #define 1024 = 0x00000400 dos/dosextens.h: *198
ACTION_READ_RETURN #define 1001 = 0x000003e9 dos/dosextens.h: *181
ACTION_REMOVE_NOTIFY #define 4098 = 0x00001002 dos/dosextens.h: *212
ACTION_RENAME_DISK #define 9 = 0x00000009 dos/dosextens.h: *155
ACTION_RENAME_OBJECT #define 17 = 0x00000011 dos/dosextens.h: *160
ACTION_SAME_LOCK #define 40 = 0x00000028 dos/dosextens.h: *192
ACTION_SCREEN_MODE #define 994 = 0x000003e2 dos/dosextens.h: *179
ACTION_SEEK #define 1008 = 0x000003f0 dos/dosextens.h: *183
ACTION_SET_COMMENT #define 28 = 0x0000001c dos/dosextens.h: *171
ACTION_SET_DATE #define 34 = 0x00000022 dos/dosextens.h: *177
ACTION_SET_FILE_SIZE #define 1022 = 0x000003fe dos/dosextens.h: *188
ACTION_SET_MAP #define 4 = 0x00000004 dos/dosextens.h: *150
ACTION_SET_PROTECT #define 21 = 0x00000015 dos/dosextens.h: *164
ACTION_STACK #define 2002L = 0x000007d2 rexx/rexxio.h: *80
ACTION_STARTUP #define 0 = 0x00000000 dos/dosextens.h: *148
ACTION_TIMER #define 30 = 0x0000001e dos/dosextens.h: *173
ACTION_WAIT_CHAR #define 20 = 0x00000014 dos/dosextens.h: *163
ACTION_WRITE #define 'W' = 0x00000057 dos/dosextens.h: *156
ACTION_WRITE_PROTECT #define 1023 = 0x000003ff dos/dosextens.h: *189
ACTION_WRITE_RETURN #define 1002 = 0x000003ea dos/dosextens.h: *182
ACTIVATE #define WFLG_ACTIVATE = 0x00001000
intuition/iobsolete.h: *160
ACTIVEGADGET #define GACT_ACTIVEGADGET = 0x00004000
intuition/iobsolete.h: *86
ACTIVEWINDOW #define IDCMP_ACTIVEWINDOW = 0x00040000
intuition/iobsolete.h: *132
AChain structure tag size 0x0112 dos/dosasl.h: *55, 57, 98, 99, 100
ADALLOC_MAXPREC #define 127 = 0x0000007f devices/audio.h: *24
ADALLOC_MINPREC #define -128 = 0xffffffff80 devices/audio.h: *23
ADCMD_ALLOCATE #define 32 = 0x00000020 devices/audio.h: *32
ADCMD_FINISH #define (CMD_NONSTD+2) = 0x0000000b devices/audio.h: *28
ADCMD_FREE #define (CMD_NONSTD+0) = 0x00000009 devices/audio.h: *26
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ADCMD_LOCK          #define (CMD_NONSTD+4) = 0x0000000d  devices/audio.h: *30
ADCMD_PERVOL        #define (CMD_NONSTD+3) = 0x0000000c  devices/audio.h: *29
ADCMD_SETPREC       #define (CMD_NONSTD+1) = 0x0000000a  devices/audio.h: *27
ADCMD_WAITCYCLE     #define (CMD_NONSTD+5) = 0x0000000e  devices/audio.h: *31
ADHARD_CHANNELS     #define 4 = 0x00000004  devices/audio.h: *21
ADIOB_NOWAIT        #define 6 = 0x00000006  devices/audio.h: *38
ADIOB_PERVOL        #define 4 = 0x00000004  devices/audio.h: *34
ADIOB_SYNCCYCLE     #define 5 = 0x00000005  devices/audio.h: *36
ADIOB_WRITEMESSAGE  #define 7 = 0x00000007  devices/audio.h: *40
ADIOERR_ALLOCFAILED #define -11 = 0xffffffff5  devices/audio.h: *44
ADIOERR_CHANNELSTOLEN #define -12 = 0xffffffff4  devices/audio.h: *45
ADIOERR_NOALLOCATION #define -10 = 0xffffffff6  devices/audio.h: *43
ADIOF_NOWAIT        #define (1<<6) = 0x00000040  devices/audio.h: *39
ADIOF_PERVOL        #define (1<<4) = 0x00000010  devices/audio.h: *35
ADIOF_SYNCCYCLE     #define (1<<5) = 0x00000020  devices/audio.h: *37
ADIOF_WRITEMESSAGE  #define (1<<7) = 0x00000080  devices/audio.h: *41
ADKB_FAST           #define 8 = 0x00000008  hardware/adkbits.h: *22
ADKB_MFMPREC        #define 12 = 0x0000000c  hardware/adkbits.h: *18
ADKB_MSBSYNC        #define 9 = 0x00000009  hardware/adkbits.h: *21
ADKB_PRECOMP0       #define 13 = 0x0000000d  hardware/adkbits.h: *17
ADKB_PRECOMP1       #define 14 = 0x0000000e  hardware/adkbits.h: *16
ADKB_SETCLR         #define 15 = 0x0000000f  hardware/adkbits.h: *15
ADKB_UARTBRK        #define 11 = 0x0000000b  hardware/adkbits.h: *19
ADKB_USE0P1         #define 4 = 0x00000004  hardware/adkbits.h: *26
ADKB_USE0V1         #define 0 = 0x00000000  hardware/adkbits.h: *30
ADKB_USE1P2         #define 5 = 0x00000005  hardware/adkbits.h: *25
ADKB_USE1V2         #define 1 = 0x00000001  hardware/adkbits.h: *29
ADKB_USE2P3         #define 6 = 0x00000006  hardware/adkbits.h: *24
ADKB_USE2V3         #define 2 = 0x00000002  hardware/adkbits.h: *28
ADKB_USE3PN         #define 7 = 0x00000007  hardware/adkbits.h: *23
ADKB_USE3VN         #define 3 = 0x00000003  hardware/adkbits.h: *27
ADKB_WORDSYNC       #define 10 = 0x0000000a  hardware/adkbits.h: *20
ADKF_FAST           #define (1<<8) = 0x00000100  hardware/adkbits.h: *39
ADKF_MFMPREC        #define (1<<12) = 0x00001000  hardware/adkbits.h: *35
ADKF_MSBSYNC        #define (1<<9) = 0x00000200  hardware/adkbits.h: *38
ADKF_PRE000NS       #define 0 = 0x00000000  hardware/adkbits.h: *49
ADKF_PRE140NS       #define (ADKF_PRECOMP0) = 0x00002000  hardware/adkbits.h: *50
ADKF_PRE280NS       #define (ADKF_PRECOMP1) = 0x00004000  hardware/adkbits.h: *51
ADKF_PRE560NS       #define (ADKF_PRECOMP0|ADKF_PRECOMP1) = 0x00006000
                    hardware/adkbits.h: *52
ADKF_PRECOMP0       #define (1<<13) = 0x00002000  hardware/adkbits.h: *34
ADKF_PRECOMP1       #define (1<<14) = 0x00004000  hardware/adkbits.h: *33
ADKF_SETCLR         #define (1<<15) = 0x00008000  hardware/adkbits.h: *32
ADKF_UARTBRK        #define (1<<11) = 0x00000800  hardware/adkbits.h: *36
ADKF_USE0P1         #define (1<<4) = 0x00000010  hardware/adkbits.h: *43
ADKF_USE0V1         #define (1<<0) = 0x00000001  hardware/adkbits.h: *47
ADKF_USE1P2         #define (1<<5) = 0x00000020  hardware/adkbits.h: *42
ADKF_USE1V2         #define (1<<1) = 0x00000002  hardware/adkbits.h: *46
ADKF_USE2P3         #define (1<<6) = 0x00000040  hardware/adkbits.h: *41
ADKF_USE2V3         #define (1<<2) = 0x00000004  hardware/adkbits.h: *45
ADKF_USE3PN         #define (1<<7) = 0x00000080  hardware/adkbits.h: *40
ADKF_USE3VN         #define (1<<3) = 0x00000008  hardware/adkbits.h: *44
ADKF_WORDSYNC       #define (1<<10) = 0x00000400  hardware/adkbits.h: *37
ADNB_STARTPROC      #define 0 = 0x00000000  libraries/expansion.h: *18
ADNF_STARTPROC      #define (1L<<0) = 0x00000001  libraries/expansion.h: *19
ADO_CommFileLen     #define (ADO_Dummy + 4) = 0x800007d4  dos/dostags.h: *132
ADO_CommNameLen     #define (ADO_Dummy + 3) = 0x800007d3  dos/dostags.h: *130

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ADO_DirLen      #define (ADO_Dummy + 2) = 0x800007d2  dos/dostags.h: *128
ADO_Dummy       #define (TAG_USER + 2000) = 0x800007d0  dos/dostags.h: *115
ADO_FH_Mode     #define (ADO_Dummy + 1) = 0x800007d1  dos/dostags.h: *116
ADO_PromptLen   #define (ADO_Dummy + 5) = 0x800007d5  dos/dostags.h: *134
AFB_68010       #define 0 = 0x00000000  exec/execbase.h: *153
AFB_68020       #define 1 = 0x00000001  exec/execbase.h: *154
AFB_68030       #define 2 = 0x00000002  exec/execbase.h: *155
AFB_68040       #define 3 = 0x00000003  exec/execbase.h: *156
AFB_68881       #define 4 = 0x00000004  exec/execbase.h: *157
AFB_68882       #define 5 = 0x00000005  exec/execbase.h: *158
AFB_DISK        #define 1 = 0x00000001  libraries/diskfont.h: *87
AFB_MEMORY      #define 0 = 0x00000000  libraries/diskfont.h: *85
AFB_SCALED      #define 2 = 0x00000002  libraries/diskfont.h: *89
AFB_TAGGED      #define 16 = 0x00000010  libraries/diskfont.h: *92
AFF_68010       #define (1L<<0) = 0x00000001  exec/execbase.h: *160
AFF_68020       #define (1L<<1) = 0x00000002  exec/execbase.h: *161
AFF_68030       #define (1L<<2) = 0x00000004  exec/execbase.h: *162
AFF_68040       #define (1L<<3) = 0x00000008  exec/execbase.h: *163
AFF_68881       #define (1L<<4) = 0x00000010  exec/execbase.h: *164
AFF_68882       #define (1L<<5) = 0x00000020  exec/execbase.h: *165
AFF_DISK        #define 0x0002 = 0x00000002  libraries/diskfont.h: *88
AFF_MEMORY      #define 0x0001 = 0x00000001  libraries/diskfont.h: *86
AFF_SCALED      #define 0x0004 = 0x00000004  libraries/diskfont.h: *90
AFF_TAGGED      #define 0x10000L = 0x00010000  libraries/diskfont.h: *93
AFbias          char in struct narrator_rb +0x0055 devices/narrator.h: *119
AGNUS           #define  graphics/gfx.h: *22, 23
AG_BadParm      #define 0x00080000 = 0x00080000  exec/alerts.h: *53
AG_CloseDev     #define 0x000A0000 = 0x000a0000  exec/alerts.h: *55
AG_CloseLib     #define 0x00090000 = 0x00090000  exec/alerts.h: *54
AG_IOError      #define 0x00060000 = 0x00060000  exec/alerts.h: *51
AG_MakeLib      #define 0x00020000 = 0x00020000  exec/alerts.h: *47
AG_NoMemory     #define 0x00010000 = 0x00010000  exec/alerts.h: *46
AG_NoSignal     #define 0x00070000 = 0x00070000  exec/alerts.h: *52
AG_OpenDev     #define 0x00040000 = 0x00040000  exec/alerts.h: *49
AG_OpenLib      #define 0x00030000 = 0x00030000  exec/alerts.h: *48
AG_OpenRes      #define 0x00050000 = 0x00050000  exec/alerts.h: *50
AG_ProcCreate   #define 0x000B0000 = 0x000b0000  exec/alerts.h: *56
ALERTLAYERSNOMEM #define 0x83010000 = 0x83010000  graphics/layers.h: *52
ALERT_TYPE      #define 0x80000000 = 0x80000000  intuition/intuition.h: *1310
ALPHA_P_101     #define 0x01 = 0x00000001  intuition/preferences.h: *193
ALTKEYMAP       #define GACT_ALTKEYMAP = 0x00001000
                intuition/iobsolete.h: *84
ALTLEFT         #define (IEQUALIFIER_LALT) = 0x00000010
                intuition/intuition.h: *1336
ALRIGHT        #define (IEQUALIFIER_RALT) = 0x00000020
                intuition/intuition.h: *1337
AMIGAKEYS       #define (AMIGALEFT | AMIGARIGHT) = 0x000000c0
                intuition/intuition.h: *1340
AMIGALEFT       #define (IEQUALIFIER_LCOMMAND) = 0x00000040
                intuition/intuition.h: *1338
AMIGARIGHT      #define (IEQUALIFIER_RCOMMAND) = 0x00000080
                intuition/intuition.h: *1339
AM_VERSION      #define 1 = 0x00000001  workbench/workbench.h: *124
ANBC            #define 0x20 = 0x00000020  hardware/blit.h: *34
ANBNC           #define 0x10 = 0x00000010  hardware/blit.h: *35
ANFRACSIZE      #define 6 = 0x00000006  graphics/gels.h: *46
ANIMHALF        #define 0x0020 = 0x00000020  graphics/gels.h: *47

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```
ANTI_ALIAS      #define 0x0800 = 0x00000800 intuition/preferences.h: *259
AN_AddSWGadget  #define 0x8401000A = 0x8401000a exec/alerts.h: *151
AN_AsyncPkt     #define 0x07000004 = 0x07000004 exec/alerts.h: *166
AN_AudioDev     #define 0x10000000 = 0x10000000 exec/alerts.h: *193
AN_BadChkSum    #define 0x07000009 = 0x07000009 exec/alerts.h: *171
AN_BadExpansionFree #define 0x0A000001 = 0x0a000001 exec/alerts.h: *187
AN_BadFreeAddr  #define 0x0100000F = 0x0100000f exec/alerts.h: *116
AN_BadGadget    #define 0x04000001 = 0x04000001 exec/alerts.h: *142
AN_BadInitFunc  #define 0x0700000D = 0x0700000d exec/alerts.h: *175
AN_BadMessage   #define 0x8400000D = 0x8400000d exec/alerts.h: *154
AN_BadOverlay   #define 0x0700000C = 0x0700000c exec/alerts.h: *174
AN_BadSegList   #define 0x08000001 = 0x08000001 exec/alerts.h: *180
AN_BadState     #define 0x8400000C = 0x8400000c exec/alerts.h: *153
AN_BaseChkSum   #define 0x01000002 = 0x01000002 exec/alerts.h: *100
AN_BitMap       #define 0x07000007 = 0x07000007 exec/alerts.h: *169
AN_BltBitMap    #define 0x8201000A = 0x8201000a exec/alerts.h: *125
AN_BogusExcpt   #define 0x8100000A = 0x8100000a exec/alerts.h: *109
AN_BootError    #define 0x30000001 = 0x30000001 exec/alerts.h: *228
AN_BootStrap    #define 0x30000000 = 0x30000000 exec/alerts.h: *227
AN_CIAsrc       #define 0x20000000 = 0x20000000 exec/alerts.h: *216
AN_ConsoleDev   #define 0x11000000 = 0x11000000 exec/alerts.h: *196
AN_CreatePort   #define 0x84010002 = 0x84010002 exec/alerts.h: *143
AN_DOSLib       #define 0x07000000 = 0x07000000 exec/alerts.h: *162
AN_DRHasDisk    #define 0x21000001 = 0x21000001 exec/alerts.h: *220
AN_DRIntNoAct   #define 0x21000002 = 0x21000002 exec/alerts.h: *221
AN_DiskBlkSeq   #define 0x07000006 = 0x07000006 exec/alerts.h: *168
AN_DiskCopy     #define 0x32000000 = 0x32000000 exec/alerts.h: *252
AN_DiskError    #define 0x0700000A = 0x0700000a exec/alerts.h: *172
AN_DiskRsrc     #define 0x21000000 = 0x21000000 exec/alerts.h: *219
AN_DiskfontLib  #define 0x0B000000 = 0x0b000000 exec/alerts.h: *190
AN_EndTask      #define 0x07000002 = 0x07000002 exec/alerts.h: *164
AN_ExcptVect    #define 0x01000001 = 0x01000001 exec/alerts.h: *99
AN_ExecLib      #define 0x01000000 = 0x01000000 exec/alerts.h: *98
AN_ExpansionLib #define 0x0A000000 = 0x0a000000 exec/alerts.h: *186
AN_FileReclosed #define 0x0700000E = 0x0700000e exec/alerts.h: *176
AN_FreeTwice    #define 0x01000009 = 0x01000009 exec/alerts.h: *108
AN_FreeVec      #define 0x07000005 = 0x07000005 exec/alerts.h: *167
AN_GadTools     #define 0x33000000 = 0x33000000 exec/alerts.h: *255
AN_GadgetType   #define 0x84000001 = 0x84000001 exec/alerts.h: *141
AN_GamePortDev  #define 0x12000000 = 0x12000000 exec/alerts.h: *200
AN_GfxFreeError #define 0x0200000D = 0x0200000d exec/alerts.h: *129
AN_GfxNewError  #define 0x0200000C = 0x0200000c exec/alerts.h: *128
AN_GfxNoLCM     #define 0x82011234 = 0x82011234 exec/alerts.h: *131
AN_GfxNoMem     #define 0x82010000 = 0x82010000 exec/alerts.h: *120
AN_GfxNoMemMspc #define 0x82010001 = 0x82010001 exec/alerts.h: *121
AN_GraphicsLib  #define 0x02000000 = 0x02000000 exec/alerts.h: *119
AN_IOAfterClose #define 0x0100000D = 0x0100000d exec/alerts.h: *113
AN_IOUsedTwice  #define 0x0100000B = 0x0100000b exec/alerts.h: *110
AN_IconLib      #define 0x09000000 = 0x09000000 exec/alerts.h: *183
AN_InitAPtr     #define 0x01000007 = 0x01000007 exec/alerts.h: *105
AN_IntrMem      #define 0x81000006 = 0x81000006 exec/alerts.h: *104
AN_Intuition    #define 0x04000000 = 0x04000000 exec/alerts.h: *140
AN_ItemAlloc    #define 0x04010003 = 0x04010003 exec/alerts.h: *144
AN_ItemBoxTop   #define 0x84000006 = 0x84000006 exec/alerts.h: *147
AN_KeyFree      #define 0x07000008 = 0x07000008 exec/alerts.h: *170
AN_KeyRange     #define 0x0700000B = 0x0700000b exec/alerts.h: *173
AN_KeyboardDev  #define 0x13000000 = 0x13000000 exec/alerts.h: *203
```

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AN_LayersLib      #define 0x03000000 = 0x03000000  exec/alerts.h: *136
AN_LayersNoMem    #define 0x83010000 = 0x83010000  exec/alerts.h: *137
AN_LibChkSum      #define 0x01000003 = 0x01000003  exec/alerts.h: *101
AN_LongFrame      #define 0x82010006 = 0x82010006  exec/alerts.h: *122
AN_MakeVPort      #define 0x82010030 = 0x82010030  exec/alerts.h: *127
AN_MathLib        #define 0x05000000 = 0x05000000  exec/alerts.h: *159
AN_MemCorrupt     #define 0x81000005 = 0x81000005  exec/alerts.h: *103
AN_MemoryInsane   #define 0x0100000C = 0x0100000c  exec/alerts.h: *112
AN_MiscRsrc       #define 0x22000000 = 0x22000000  exec/alerts.h: *224
AN_NoConsole      #define 0x8400000F = 0x8400000f  exec/alerts.h: *156
AN_NoFonts        #define 0xB1000001 = 0xb1000001  exec/alerts.h: *232
AN_NoWindow       #define 0x11000001 = 0x11000001  exec/alerts.h: *197
AN_ObsoleteFont   #define 0x02000401 = 0x02000401  exec/alerts.h: *133
AN_OpenScreen     #define 0x84010007 = 0x84010007  exec/alerts.h: *148
AN_OpenScrnRast   #define 0x84010008 = 0x84010008  exec/alerts.h: *149
AN_OpenWindow     #define 0x8401000B = 0x8401000b  exec/alerts.h: *152
AN_PlaneAlloc     #define 0x84010005 = 0x84010005  exec/alerts.h: *146
AN_QPktFail       #define 0x07000003 = 0x07000003  exec/alerts.h: *165
AN_RAMLib         #define 0x08000000 = 0x08000000  exec/alerts.h: *179
AN_RegionMemory   #define 0x8201000B = 0x8201000b  exec/alerts.h: *126
AN_SemCorrupt     #define 0x01000008 = 0x01000008  exec/alerts.h: *107
AN_ShortFrame     #define 0x82010007 = 0x82010007  exec/alerts.h: *123
AN_StackProbe     #define 0x0100000E = 0x0100000e  exec/alerts.h: *114
AN_StartMem       #define 0x07010001 = 0x07010001  exec/alerts.h: *163
AN_SubAlloc       #define 0x04010004 = 0x04010004  exec/alerts.h: *145
AN_SysScrnType    #define 0x84000009 = 0x84000009  exec/alerts.h: *150
AN_TDCalibSeek    #define 0x14000001 = 0x14000001  exec/alerts.h: *207
AN_TDDelay        #define 0x14000002 = 0x14000002  exec/alerts.h: *208
AN_TMBadReq       #define 0x15000001 = 0x15000001  exec/alerts.h: *212
AN_TMBadSupply    #define 0x15000002 = 0x15000002  exec/alerts.h: *213
AN_TextTmpRas     #define 0x02010009 = 0x02010009  exec/alerts.h: *124
AN_TimerDev       #define 0x15000000 = 0x15000000  exec/alerts.h: *211
AN_TrackDiskDev   #define 0x14000000 = 0x14000000  exec/alerts.h: *206
AN_Unknown        #define 0x35000000 = 0x35000000  exec/alerts.h: *261
AN_UtilityLib     #define 0x34000000 = 0x34000000  exec/alerts.h: *258
AN_WBAddToolMenuItem #define 0xB1010008 = 0xb1010008  exec/alerts.h: *241
AN_WBBadIOMsg     #define 0x31000003 = 0x31000003  exec/alerts.h: *235
AN_WBBadStartupMsg1 #define 0x31000001 = 0x31000001  exec/alerts.h: *233
AN_WBBadStartupMsg2 #define 0x31000002 = 0x31000002  exec/alerts.h: *234
AN_WBCreateWBMenusCreateMenus1 #define 0xB1010005 = 0xb1010005
                                exec/alerts.h: *238
AN_WBCreateWBMenusCreateMenus2 #define 0xB1010006 = 0xb1010006
                                exec/alerts.h: *239
AN_WBInitLayerDemon #define 0xB101000B = 0xb101000b  exec/alerts.h: *244
AN_WBInitPotionAllocDrawer #define 0xB1010004 = 0xb1010004
                                exec/alerts.h: *237
AN_WBInitScreenAndWindows1 #define 0xB101000D = 0xb101000d
                                exec/alerts.h: *246
AN_WBInitScreenAndWindows2 #define 0xB101000E = 0xb101000e
                                exec/alerts.h: *247
AN_WBInitScreenAndWindows3 #define 0xB101000F = 0xb101000f
                                exec/alerts.h: *248
AN_WBLayoutWBMenusLayoutMenus #define 0xB1010007 = 0xb1010007
                                exec/alerts.h: *240
AN_WBMAalloc      #define 0xB1010010 = 0xb1010010  exec/alerts.h: *249
AN_WBReLayoutToolMenu #define 0xB1010009 = 0xb1010009  exec/alerts.h: *242
AN_WBinitTimer    #define 0xB101000A = 0xb101000a  exec/alerts.h: *243
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AN_WBinitWbGels    #define 0xB101000C = 0xb101000c  exec/alerts.h: *245
AN_WeirdEcho       #define 0x8400000E = 0x8400000e  exec/alerts.h: *155
AN_Workbench       #define 0x31000000 = 0x31000000  exec/alerts.h: *231
AO_AudioDev        #define 0x00008010 = 0x00008010  exec/alerts.h: *72
AO_BootStrap       #define 0x00008030 = 0x00008030  exec/alerts.h: *83
AO_CIARsrc         #define 0x00008020 = 0x00008020  exec/alerts.h: *79
AO_ConsoleDev      #define 0x00008011 = 0x00008011  exec/alerts.h: *73
AO_DOSLib          #define 0x00008007 = 0x00008007  exec/alerts.h: *65
AO_DiskCopy        #define 0x00008032 = 0x00008032  exec/alerts.h: *85
AO_DiskRsrc        #define 0x00008021 = 0x00008021  exec/alerts.h: *80
AO_DiskfontLib     #define 0x0000800B = 0x0000800b  exec/alerts.h: *69
AO_ExecLib         #define 0x00008001 = 0x00008001  exec/alerts.h: *60
AO_ExpansionLib    #define 0x0000800A = 0x0000800a  exec/alerts.h: *68
AO_GadTools        #define 0x00008033 = 0x00008033  exec/alerts.h: *86
AO_GamePortDev     #define 0x00008012 = 0x00008012  exec/alerts.h: *74
AO_GraphicsLib     #define 0x00008002 = 0x00008002  exec/alerts.h: *61
AO_IconLib         #define 0x00008009 = 0x00008009  exec/alerts.h: *67
AO_Intuition        #define 0x00008004 = 0x00008004  exec/alerts.h: *63
AO_KeyboardDev     #define 0x00008013 = 0x00008013  exec/alerts.h: *75
AO_LayersLib       #define 0x00008003 = 0x00008003  exec/alerts.h: *62
AO_MathLib         #define 0x00008005 = 0x00008005  exec/alerts.h: *64
AO_MiscRsrc        #define 0x00008022 = 0x00008022  exec/alerts.h: *81
AO_RAMLib          #define 0x00008008 = 0x00008008  exec/alerts.h: *66
AO_TimerDev        #define 0x00008015 = 0x00008015  exec/alerts.h: *77
AO_TrackDiskDev    #define 0x00008014 = 0x00008014  exec/alerts.h: *76
AO_Unknown         #define 0x00008035 = 0x00008035  exec/alerts.h: *87
AO_UtilityLib      #define 0x0000800C = 0x0000800c  exec/alerts.h: *70
AO_Workbench       #define 0x00008031 = 0x00008031  exec/alerts.h: *84
AOLPen             char in struct RastPort +0x001b graphics/rastport.h: *67
APB_DIDDIR         #define 3 = 0x00000003  dos/dosasl.h: *85
APB_DODIR          #define 2 = 0x00000002  dos/dosasl.h: *80
APB_DODOT          #define 5 = 0x00000005  dos/dosasl.h: *91
APB_DOWILD         #define 0 = 0x00000000  dos/dosasl.h: *71
APB_DirChanged     #define 6 = 0x00000006  dos/dosasl.h: *94
APB_ITSWILD        #define 1 = 0x00000001  dos/dosasl.h: *74
APB_NOMEMERR       #define 4 = 0x00000004  dos/dosasl.h: *88
APF_DIDDIR         #define 8 = 0x00000008  dos/dosasl.h: *86
APF_DODIR          #define 4 = 0x00000004  dos/dosasl.h: *81
APF_DODOT          #define 32 = 0x00000020  dos/dosasl.h: *92
APF_DOWILD         #define 1 = 0x00000001  dos/dosasl.h: *72
APF_DirChanged     #define 64 = 0x00000040  dos/dosasl.h: *95
APF_ITSWILD        #define 2 = 0x00000002  dos/dosasl.h: *75
APF_NOMEMERR       #define 16 = 0x00000010  dos/dosasl.h: *89
APTR               typedef pointer to void  exec/types.h: *36
APTR_TYPEDEF       #define  exec/types.h: *35
AREAOUTLINE        #define 0x08 = 0x00000008  graphics/rastport.h: *107
ARG0               macro (1 argument)  rexx/storage.h: *117
ARG1               macro (1 argument)  rexx/storage.h: *118
ARG2               macro (1 argument)  rexx/storage.h: *119
ARROWIDCMP         #define (IDCMP_GADGETUP | IDCMP_GADGETDOWN | IDCMP_INTUITICKS
| IDCMP_MOUSEBUTTONS) = 0x00400068
libraries/gadtools.h: *64
ASHIFTSHIFT        #define 12 = 0x0000000c  hardware/blit.h: *63
ASL_BackPen        #define ASL_Dummy+15 = 0x8008000f  libraries/asl.h: *210
ASL_CancelText     #define ASL_Dummy+19 = 0x80080013  libraries/asl.h: *215
ASL_Dir            #define ASL_Dummy+9 = 0x80080009  libraries/asl.h: *202
ASL_Dummy          #define (TAG_USER + 0x80000) = 0x80080000

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libraries/asl.h: *190
ASL_ExtFlags1 #define ASL_Dummy+22 = 0x80080016 libraries/asl.h: *219
ASL_File #define ASL_Dummy+8 = 0x80080008 libraries/asl.h: *201
ASL_FileRequest #define 0 = 0x00000000 libraries/asl.h: *183
ASL_FontFlags #define ASL_Dummy+13 = 0x8008000d libraries/asl.h: *208
ASL_FontHeight #define ASL_Dummy+11 = 0x8008000b libraries/asl.h: *206
ASL_FontName #define ASL_Dummy+10 = 0x8008000a libraries/asl.h: *205
ASL_FontRequest #define 1 = 0x00000001 libraries/asl.h: *184
ASL_FontStyles #define ASL_Dummy+12 = 0x8008000c libraries/asl.h: *207
ASL_FrontPen #define ASL_Dummy+14 = 0x8008000e libraries/asl.h: *209
ASL_FuncFlags #define ASL_Dummy+20 = 0x80080014 libraries/asl.h: *216
ASL_Hail #define ASL_Dummy+1 = 0x80080001 libraries/asl.h: *192
ASL_Height #define ASL_Dummy+6 = 0x80080006 libraries/asl.h: *197
ASL_HookFunc #define ASL_Dummy+7 = 0x80080007 libraries/asl.h: *198
ASL_LeftEdge #define ASL_Dummy+3 = 0x80080003 libraries/asl.h: *194
ASL_MaxHeight #define ASL_Dummy+17 = 0x80080011 libraries/asl.h: *212
ASL_MinHeight #define ASL_Dummy+16 = 0x80080010 libraries/asl.h: *211
ASL_ModeList #define ASL_Dummy+21 = 0x80080015 libraries/asl.h: *218
ASL_OKText #define ASL_Dummy+18 = 0x80080012 libraries/asl.h: *214
ASL_Pattern #define ASL_FontName = 0x8008000a libraries/asl.h: *221
ASL_TopEdge #define ASL_Dummy+4 = 0x80080004 libraries/asl.h: *195
ASL_Width #define ASL_Dummy+5 = 0x80080005 libraries/asl.h: *196
ASL_Window #define ASL_Dummy+2 = 0x80080002 libraries/asl.h: *193
ASPECT_HORIZ #define 0x00 = 0x00000000 intuition/preferences.h: *176
ASPECT_VERT #define 0x01 = 0x00000001 intuition/preferences.h: *177
AT_DeadEnd #define 0x80000000 = 0x80000000 exec/alerts.h: *41
AT_Recovery #define 0x00000000 = 0x00000000 exec/alerts.h: *42
AUDIONAME #define "audio.device" devices/audio.h: *19
AUL #define 0x4 = 0x00000004 hardware/blit.h: *78
AUTOBACKPEN #define 1 = 0x00000001 intuition/intuition.h: *1321
AUTODRAWMODE #define JAM2 = 0x00000001 intuition/intuition.h: *1322
AUTOFRONTPEN #define 0 = 0x00000000 intuition/intuition.h: *1320
AUTOITEXTFONT #define NULL = 0x00000000 intuition/intuition.h: *1325
AUTOKNOB #define 0x0001 = 0x00000001 intuition/intuition.h: *497
AUTOLEFTEDGE #define 6 = 0x00000006 intuition/intuition.h: *1323
AUTONEXTTEXT #define NULL = 0x00000000 intuition/intuition.h: *1326
AUTOSCROLL #define 0x4000 = 0x00004000 intuition/screens.h: *182
AUTOTOPEDGE #define 3 = 0x00000003 intuition/intuition.h: *1324
AUserExt short int in struct AnimOb +0x0028 graphics/gels.h: *225
AUserStuff #define WORD graphics/gels.h: *64, 224
AVbias char in struct narrator_rb +0x0054 devices/narrator.h: *118
A_OR_B #define ABC|ANBC|NABC | ABNC|ANBNC|NABNC = 0x000000fc
hardware/blit.h: *42
A_OR_C #define ABC|NABC|ABNC | ANBC|NANBC|ANBNC = 0x000000fa
hardware/blit.h: *43
A_TO_D #define ABC|ANBC|ABNC|ANBNC = 0x000000f0
hardware/blit.h: *45
A_XOR_C #define NABC|ABNC | NANBC|ANBNC = 0x0000005a
hardware/blit.h: *44
ActiView pointer to struct View in struct GfxBase
+0x0022 graphics/gfxbase.h: *28
ActiViewCprSemaphore pointer to struct SignalSemaphore in struct GfxBase
+0x019a graphics/gfxbase.h: *90
Actions unsigned long int in struct SGWork
+0x001e intuition/sghooks.h: *46
Activation unsigned short int in struct Gadget
+0x000e intuition/intuition.h: *225

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ActivePens      array [2] of unsigned char in struct StringExtend
                 +0x0006 intuition/sghooks.h: *23
ActiveScreen    pointer to struct Screen in struct IntuitionBase
                 +0x0038 intuition/intuitionbase.h: *75
ActiveWindow    pointer to struct Window in struct IntuitionBase
                 +0x0034 intuition/intuitionbase.h: *74
After           pointer to struct Bob in struct Bob
                 +0x000e graphics/gels.h: *154
AlertData       pointer to void in struct ExecBase
                 +0x004a exec/execbase.h: *52
AlgoStyle       unsigned char in struct RastPort
                 +0x0038 graphics/rastport.h: *79
AltKeyMap       pointer to struct KeyMap in struct StringInfo
                 +0x0020 intuition/intuition.h: *560
AnOldX          short int in struct AnimOb +0x000e graphics/gels.h: *208
AnOldY          short int in struct AnimOb +0x000c graphics/gels.h: *208
AnX             short int in struct AnimOb +0x0012 graphics/gels.h: *211
AnY             short int in struct AnimOb +0x0010 graphics/gels.h: *211
AnalogSignalInterval structure tag
                 size 0x0004 graphics/monitor.h: *136, 150, 151, 152, 153
AnchorPath      structure tag size 0x0119 dos/dosasl.h: *54
AnimBob         pointer to struct Bob in struct AnimComp
                 +0x0022 graphics/gels.h: *197
AnimCRoutine    pointer to function returning short int in struct AnimComp
                 +0x0016 graphics/gels.h: *190
AnimComp        structure tag
                 size 0x0026 graphics/gels.h: *158, 165, 183, 184, 187, 188,
                 222
AnimORoutine    pointer to function returning short int in struct AnimOb
                 +0x0020 graphics/gels.h: *219
AnimOb          structure tag size 0x002a graphics/gels.h: *195, 200, 203
AppIcon         structure tag size 0x0004 workbench/workbench.h: *147
AppMenuItem     structure tag size 0x0004 workbench/workbench.h: *148
AppMessage      structure tag size 0x0056 workbench/workbench.h: *126
AppWindow       structure tag size 0x0004 workbench/workbench.h: *146
AreaCircle      macro (4 arguments) graphics/gfxmacros.h: *44
AreaInfo        structure tag size 0x0018 graphics/rastport.h: *23, 62
AreaInfo        pointer to struct AreaInfo in struct RastPort
                 +0x0010 graphics/rastport.h: *62
AreaPtSz        char in struct RastPort +0x001d graphics/rastport.h: *69
AreaPtrn        pointer to unsigned short int in struct RastPort
                 +0x0008 graphics/rastport.h: *60
AslName         #define "asl.library" libraries/asl.h: *50
AssignList      structure tag size 0x0008 dos/dosextens.h: *386, 396, 397
AttnFlags       unsigned short int in struct ExecBase
                 +0x0128 exec/execbase.h: *73
AttnResched     unsigned short int in struct ExecBase
                 +0x012a exec/execbase.h: *75
AudChannel       structure tag (size 0x0010 bytes) in struct Custom
                 hardware/custom.h: *97
AvailFonts      structure tag size 0x000a libraries/diskfont.h: *95
AvailFontsHeader structure tag size 0x0002 libraries/diskfont.h: *105

```

1.2 2.0 IncludeXREF: B


```

bltcon0      unsigned short int in struct Custom
             +0x0040 hardware/custom.h: *59
bltcon01     unsigned char in struct Custom +0x005b hardware/custom.h: *69
bltcon1      unsigned short int in struct Custom
             +0x0042 hardware/custom.h: *60
bltcpt       pointer to void in struct Custom
             +0x0048 hardware/custom.h: *63
bltddat      unsigned short int in struct Custom
             +0x0000 hardware/custom.h: *28
bltdmod      unsigned short int in struct Custom
             +0x0066 hardware/custom.h: *75
bltdpt       pointer to void in struct Custom
             +0x0054 hardware/custom.h: *66
blthd        pointer to struct bltnode in struct GfxBase
             +0x003a graphics/gfxbase.h: *34
bltnode      structure tag size 0x0012 graphics/gfxbase.h: *34, 35
             hardware/blit.h: 90, 92
bltsize      unsigned short int in struct Custom
             +0x0058 hardware/custom.h: *67
bltsizh      unsigned short int in struct Custom
             +0x005e hardware/custom.h: *71
bltsizv      unsigned short int in struct Custom
             +0x005c hardware/custom.h: *70
bltsrv       struct Interrupt(size 0x0016 bytes) in struct GfxBase
             +0x0076 graphics/gfxbase.h: *36
blttl        pointer to struct bltnode in struct GfxBase
             +0x003e graphics/gfxbase.h: *34
bn_DeviceNode pointer to void in struct BootNode
             +0x0010 libraries/expansionbase.h: *39
bn_Flags     unsigned short int in struct BootNode
             +0x000e libraries/expansionbase.h: *38
bn_Node      struct Node(size 0x000e bytes) in struct BootNode
             +0x0000 libraries/expansionbase.h: *37
bottommost   short int in struct GelsInfo +0x001c graphics/rastport.h: *52
bounds       struct Rectangle(size 0x0008 bytes) in struct Layer
             +0x0010 graphics/clip.h: *39
bounds       struct Rectangle(size 0x0008 bytes) in struct ClipRect
             +0x0010 graphics/clip.h: *70
bounds       struct Rectangle(size 0x0008 bytes) in struct RegionRectangle
             +0x0008 graphics/regions.h: *26
bounds       struct Rectangle(size 0x0008 bytes) in struct Region
             +0x0000 graphics/regions.h: *31
bpl1mod      unsigned short int in struct Custom
             +0x0108 hardware/custom.h: *110
bpl2mod      unsigned short int in struct Custom
             +0x010a hardware/custom.h: *111
bplcon0      unsigned short int in struct Custom
             +0x0100 hardware/custom.h: *106
bplcon1      unsigned short int in struct Custom
             +0x0102 hardware/custom.h: *107
bplcon2      unsigned short int in struct Custom
             +0x0104 hardware/custom.h: *108
bplcon3      unsigned short int in struct Custom
             +0x0106 hardware/custom.h: *109
bpldat       array [8] of unsigned short int in struct Custom
             +0x0110 hardware/custom.h: *114
bplhmod      unsigned short int in struct Custom

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+0x010c hardware/custom.h: *112
bplhstop      unsigned short int in struct Custom
+0x01d6 hardware/custom.h: *134
bplhstrt      unsigned short int in struct Custom
+0x01d4 hardware/custom.h: *133
bplpt         array [8] of pointer to void in struct Custom
+0x00e0 hardware/custom.h: *105
bsa_DestBitMap pointer to struct BitMap in struct BitScaleArgs
+0x001c graphics/scale.h: *27
bsa_DestHeight unsigned short int in struct BitScaleArgs
+0x0012 graphics/scale.h: *24
bsa_DestWidth  unsigned short int in struct BitScaleArgs
+0x0010 graphics/scale.h: *24
bsa_DestX      unsigned short int in struct BitScaleArgs
+0x000c graphics/scale.h: *23
bsa_DestY      unsigned short int in struct BitScaleArgs
+0x000e graphics/scale.h: *23
bsa_Flags      unsigned long int in struct BitScaleArgs
+0x0020 graphics/scale.h: *28
bsa_Reserved1  long int in struct BitScaleArgs +0x0028 graphics/scale.h: *30
bsa_Reserved2  long int in struct BitScaleArgs +0x002c graphics/scale.h: *31
bsa_SrcBitMap  pointer to struct BitMap in struct BitScaleArgs
+0x0018 graphics/scale.h: *26
bsa_SrcHeight  unsigned short int in struct BitScaleArgs
+0x0006 graphics/scale.h: *21
bsa_SrcWidth   unsigned short int in struct BitScaleArgs
+0x0004 graphics/scale.h: *21
bsa_SrcX       unsigned short int in struct BitScaleArgs
+0x0000 graphics/scale.h: *20
bsa_SrcY       unsigned short int in struct BitScaleArgs
+0x0002 graphics/scale.h: *20
bsa_XDDA       unsigned short int in struct BitScaleArgs
+0x0024 graphics/scale.h: *29
bsa_XDestFactor unsigned short int in struct BitScaleArgs
+0x0014 graphics/scale.h: *25
bsa_XSrcFactor unsigned short int in struct BitScaleArgs
+0x0008 graphics/scale.h: *22
bsa_YDDA       unsigned short int in struct BitScaleArgs
+0x0026 graphics/scale.h: *29
bsa_YDestFactor unsigned short int in struct BitScaleArgs
+0x0016 graphics/scale.h: *25
bsa_YSrcFactor unsigned short int in struct BitScaleArgs
+0x000a graphics/scale.h: *22
bsblthd       pointer to struct bltnode in struct GfxBase
+0x0042 graphics/gfxbase.h: *35
bsblttl       pointer to struct bltnode in struct GfxBase
+0x0046 graphics/gfxbase.h: *35
bytereserved  unsigned char in struct GfxBase
+0x00a7 graphics/gfxbase.h: *45
B2BOBBER      #define 2 = 0x00000002 graphics/gels.h: *253
B2NORM        #define 0 = 0x00000000 graphics/gels.h: *251
B2SWAP        #define 1 = 0x00000001 graphics/gels.h: *252
BACKDROP      #define WFLG_BACKDROP = 0x00000100
               intuition/iobsolete.h: *156
BACKGROUNDPEN #define (0x0007) = 0x00000007 intuition/screens.h: *89
BACKSAVED     #define 0x0100 = 0x00000100 graphics/gels.h: *27
BADDR         macro (1 argument) dos/dos.h: *110

```

```
BASEOBJECT      macro (1 argument)    intuition/classes.h: *77
BATTCLOCKNAME   #define "battclock.resource" resources/battclock.h: *15
BATTMEMNAME     #define "battmem.resource" resources/battmem.h: *15
BATTMEM_AMIGA_AMNESIA_ADDR #define 0 = 0x00000000
                resources/battmembitsamiga.h: *32
BATTMEM_AMIGA_AMNESIA_LEN #define 1 = 0x00000001
                resources/battmembitsamiga.h: *33
BATTMEM_SCSI_HOST_ID_ADDR #define 65 = 0x00000041
                resources/battmembitsshared.h: *44
BATTMEM_SCSI_HOST_ID_LEN #define 3 = 0x00000003
                resources/battmembitsshared.h: *45
BATTMEM_SCSI_LUNS_ADDR #define 2 = 0x00000002
                resources/battmembitsamiga.h: *61
BATTMEM_SCSI_LUNS_LEN #define 1 = 0x00000001
                resources/battmembitsamiga.h: *62
BATTMEM_SCSI_SYNC_XFER_ADDR #define 68 = 0x00000044
                resources/battmembitsshared.h: *58
BATTMEM_SCSI_SYNC_XFER_LEN #define 1 = 0x00000001
                resources/battmembitsshared.h: *59
BATTMEM_SCSI_TIMEOUT_ADDR #define 1 = 0x00000001
                resources/battmembitsamiga.h: *47
BATTMEM_SCSI_TIMEOUT_LEN #define 1 = 0x00000001
                resources/battmembitsamiga.h: *48
BATTMEM_SHARED_AMNESIA_ADDR #define 64 = 0x00000040
                resources/battmembitsshared.h: *32
BATTMEM_SHARED_AMNESIA_LEN #define 1 = 0x00000001
                resources/battmembitsshared.h: *33
BAUD_110        #define 0x00 = 0x00000000 intuition/preferences.h: *145
BAUD_1200       #define 0x02 = 0x00000002 intuition/preferences.h: *147
BAUD_19200      #define 0x06 = 0x00000006 intuition/preferences.h: *151
BAUD_2400       #define 0x03 = 0x00000003 intuition/preferences.h: *148
BAUD_300        #define 0x01 = 0x00000001 intuition/preferences.h: *146
BAUD_4800       #define 0x04 = 0x00000004 intuition/preferences.h: *149
BAUD_9600       #define 0x05 = 0x00000005 intuition/preferences.h: *150
BAUD_MIDI       #define 0x07 = 0x00000007 intuition/preferences.h: *152
BBID_DOS        #define { 'D', 'O', 'S', '\0' } devices/bootblock.h: *27
BBID_KICK       #define { 'K', 'I', 'C', 'K' } devices/bootblock.h: *28
BBNAME_DOS      #define 0x444F5300 = 0x444f5300 devices/bootblock.h: *30
BBNAME_KICK     #define 0x4B49434B = 0x4b49434b devices/bootblock.h: *31
BC0B_DEST      #define 8 = 0x00000008 hardware/blit.h: *47
BC0B_SRCA      #define 11 = 0x0000000b hardware/blit.h: *50
BC0B_SRCB      #define 10 = 0x0000000a hardware/blit.h: *49
BC0B_SRCC      #define 9 = 0x00000009 hardware/blit.h: *48
BC0F_DEST      #define 0x100 = 0x00000100 hardware/blit.h: *51
BC0F_SRCA      #define 0x800 = 0x00000800 hardware/blit.h: *54
BC0F_SRCB      #define 0x400 = 0x00000400 hardware/blit.h: *53
BC0F_SRCC      #define 0x200 = 0x00000200 hardware/blit.h: *52
BC1F_DESC      #define 2 = 0x00000002 hardware/blit.h: *56
BDRAWN         #define 0x0200 = 0x00000200 graphics/gels.h: *39
BEEPING        #define 0x0020 = 0x00000020 intuition/screens.h: *167
BITCLR         #define 0 = 0x00000000 graphics/gfx.h: *20
BITSET         #define 0x8000 = 0x00008000 graphics/gfx.h: *19
BITSPERBYTE    #define 8 = 0x00000008 dos/dos.h: *42
BITSPERLONG    #define 32 = 0x00000020 dos/dos.h: *44
BLITMSG_FAULT  #define 4 = 0x00000004 graphics/gfxbase.h: *100
BLITREVERSE    #define 0x2 = 0x00000002 hardware/blit.h: *74
BLOCKPEN       #define (0x0001) = 0x00000001 intuition/screens.h: *83
```

```

BNDRYOFF          macro (1 argument)    graphics/gfxmacros.h: *36
BOBISCOMP         #define 0x0002 = 0x00000002 graphics/gels.h: *36
BOBNIX            #define 0x0800 = 0x00000800 graphics/gels.h: *41
BOBSAWAY          #define 0x0400 = 0x00000400 graphics/gels.h: *40
BOBUPDATE         #define 0x0200 = 0x00000200 graphics/gels.h: *28
BOOL              typedef short exec/types.h: *66
BOOLEXTEND        #define GACT_BOOLEXTEND = 0x00002000
                  intuition/iobsolete.h: *79
BOOLGADGET        #define GTYP_BOOLGADGET = 0x00000001
                  intuition/iobsolete.h: *104
BOOLMASK          #define 0x0001 = 0x00000001 intuition/intuition.h: *444
BOOTSECTS         #define 2 = 0x00000002 devices/bootblock.h: *25
BORDERHIT         #define 0 = 0x00000000 graphics/collide.h: *23
BORDERLESS        #define WFLG_BORDERLESS = 0x00000800
                  intuition/iobsolete.h: *159
BORDERSNIFF       #define GACT_BORDERSNIFF = 0x00008000
                  intuition/iobsolete.h: *77
BORDER_BLANKING   #define 0x04 = 0x00000004 graphics/view.h: *142
BORDER_NOTTRANSPARENCY #define 0x08 = 0x00000008 graphics/view.h: *143
BOTTOMBORDER      #define GACT_BOTTOMBORDER = 0x00000080
                  intuition/iobsolete.h: *76
BOTTOMHIT         #define 2 = 0x00000002 graphics/collide.h: *33
BOUNDED_DIMENSIONS #define 0x0010 = 0x00000010 intuition/preferences.h: *248
BPLCON2_ZDBPEN    #define (1<<11) = 0x00000800 hardware/custom.h: *166
BPLCON2_ZDBPSEL0  #define (1<<12) = 0x00001000 hardware/custom.h: *167
BPLCON2_ZDBPSEL1  #define (1<<13) = 0x00002000 hardware/custom.h: *168
BPLCON2_ZDBPSEL2  #define (1<<14) = 0x00004000 hardware/custom.h: *169
BPLCON2_ZDCTEN    #define (1<<10) = 0x00000400 hardware/custom.h: *165
BPLCON3_BRDNBLNK  #define (1<<5) = 0x00000020 hardware/custom.h: *176
BPLCON3_BRDNTRAN  #define (1<<4) = 0x00000010 hardware/custom.h: *175
BPLCON3_EXTBLKZD  #define (1<<1) = 0x00000002 hardware/custom.h: *173
BPLCON3_EXTBLNKEN #define (1<<0) = 0x00000001 hardware/custom.h: *172
BPLCON3_ZDCLKEN   #define (1<<2) = 0x00000004 hardware/custom.h: *174
BPTR              typedef long dos/dos.h: *102
BROADCAST_BEAMCON #define ( LOLDIS | CSBLANK ) = 0x00000808
                  graphics/monitor.h: *132
BROADCAST_HBSTOP  #define 0x27 = 0x00000027 graphics/monitor.h: *127
BROADCAST_HBSTRT  #define 0x01 = 0x00000001 graphics/monitor.h: *124
BROADCAST_HSSTOP  #define 0x17 = 0x00000017 graphics/monitor.h: *126
BROADCAST_HSSTRT  #define 0x06 = 0x00000006 graphics/monitor.h: *125
BROADCAST_VBSTOP  #define 0x1c40 = 0x00001c40 graphics/monitor.h: *131
BROADCAST_VBSTRT  #define 0x0000 = 0x00000000 graphics/monitor.h: *128
BROADCAST_VSSTOP  #define 0x054C = 0x0000054c graphics/monitor.h: *130
BROADCAST_VSSTRT  #define 0x02A6 = 0x000002a6 graphics/monitor.h: *129
BROTHER_15XL      #define 0x02 = 0x00000002 intuition/preferences.h: *194
BSHIFTSHIFT       #define 12 = 0x0000000c hardware/blit.h: *64
BSTR              typedef long dos/dos.h: *103
BUF_FULL          #define 1 = 0x00000001 dos/stdio.h: *28
BUF_LINE          #define 0 = 0x00000000 dos/stdio.h: *27
BUF_NONE          #define 2 = 0x00000002 dos/stdio.h: *29
BUSERFLAGS        #define 0x00FF = 0x000000ff graphics/gels.h: *34
BUTTONGCLASS      #define "buttongclass" intuition/classusr.h: *50
BUTTONIDCMP       #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *66
BUTTON_KIND       #define 1 = 0x00000001 libraries/gadtools.h: *35
BUserExt          short int in struct Bob +0x001e graphics/gels.h: *162
BUserStuff        #define WORD graphics/gels.h: *59, 162

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```

BWAITING      #define 0x0100 = 0x000000100  graphics/gels.h: *38
BYTE          char  exec/types.h: *45
BYTEBITS      unsigned char  exec/types.h: *50
BYTEMASK      #define 0xFF = 0x000000ff  exec/types.h: *80
BYTESPERLONG  #define 4 = 0x00000004  dos/dos.h: *43
BackFill      pointer to struct Hook in struct Layer
               +0x0076 graphics/clip.h: *53
BackFill      unsigned char in struct Requester
               +0x001e intuition/intuition.h: *159
BackPen       unsigned char in struct IntuiText
               +0x0001 intuition/intuition.h: *572
BackPen       unsigned char in struct Border
               +0x0005 intuition/intuition.h: *601
BadBlockBlock structure tag size 0x0200 devices/hardblocks.h: *114
BadBlockEntry structure tag size 0x0008 devices/hardblocks.h: *109, 121
BarHBorder    char in struct Screen +0x0020 intuition/screens.h: *121
BarHeight     char in struct Screen +0x001e intuition/screens.h: *121
BarLayer      pointer to struct Layer in struct Screen
               +0x014e intuition/screens.h: *145
BarVBorder    char in struct Screen +0x001f intuition/screens.h: *121
BaudRate      unsigned short int in struct Preferences
               +0x0002 intuition/preferences.h: *53
BeamCon0      unsigned short int in struct MonitorSpec
               +0x0028 graphics/monitor.h: *36
BeamSync      short int in struct GfxBase +0x00a2 graphics/gfxbase.h: *42
BeatX         short int in struct Menu +0x001a intuition/intuition.h: *72
BeatY         short int in struct Menu +0x001c intuition/intuition.h: *72
Before        pointer to struct Bob in struct Bob
               +0x000a graphics/gels.h: *153
BgPen         char in struct RastPort +0x001a graphics/rastport.h: *66
BitMap        structure tag size 0x0028 graphics/gfx.h: *48
               graphics/clip.h: 43, 69
               graphics/view.h: 110
               graphics/rastport.h: 59
               intuition/intuition.h: 171, 1011, 1058
               intuition/screens.h: 129, 332, 355
               graphics/scale.h: 26, 27
BitMap        pointer to struct BitMap in struct ClipRect
               +0x000c graphics/clip.h: *69
BitMap        pointer to struct BitMap in struct RasInfo
               +0x0004 graphics/view.h: *110
BitMap        pointer to struct BitMap in struct RastPort
               +0x0004 graphics/rastport.h: *59
BitMap        pointer to struct BitMap in struct NewWindow
               +0x0022 intuition/intuition.h: *1011
BitMap        pointer to struct BitMap in struct ExtNewWindow
               +0x0022 intuition/intuition.h: *1058
BitMap        struct BitMap(size 0x0028 bytes) in struct Screen
               +0x00b8 intuition/screens.h: *129
BitScaleArgs  structure tag size 0x0030 graphics/scale.h: *19
BlitLock      short int in struct GfxBase +0x00aa graphics/gfxbase.h: *47
BlitNest      short int in struct GfxBase +0x00ac graphics/gfxbase.h: *48
BlitOwner     pointer to struct Task in struct GfxBase
               +0x00bc graphics/gfxbase.h: *51
BlitWaitQ     struct List(size 0x000e bytes) in struct GfxBase
               +0x00ae graphics/gfxbase.h: *50
BlockPen      unsigned char in struct Window

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+0x0063 intuition/intuition.h: *859
BlockPen      unsigned char in struct NewWindow
+0x0009 intuition/intuition.h: *979
BlockPen      unsigned char in struct ExtNewWindow
+0x0009 intuition/intuition.h: *1049
BlockPen      unsigned char in struct Screen
+0x014b intuition/screens.h: *137
BlockPen      unsigned char in struct NewScreen
+0x000b intuition/screens.h: *314
BlockPen      unsigned char in struct ExtNewScreen
+0x000b intuition/screens.h: *349
BlockPen      unsigned char in struct (no tag)
+0x0001 intuition/cghooks.h: *54
Blue          unsigned short int in struct ColorSpec
+0x0006 intuition/intuition.h: *1245
Bob           structure tag
      size 0x0020 graphics/gels.h: *116, 136, 153, 154, 197
BobComp       pointer to struct AnimComp in struct Bob
+0x0016 graphics/gels.h: *158
BobVSprite    pointer to struct VSprite in struct Bob
+0x0012 graphics/gels.h: *156
BoolInfo      structure tag size 0x000a intuition/intuition.h: *428
BootBlock     structure tag size 0x000c devices/bootblock.h: *19
BootNode      structure tag size 0x0014 libraries/expansionbase.h: *35
Border        structure tag
      size 0x0010 intuition/intuition.h: *154, 598, 605
BorderBottom  char in struct Window +0x0039 intuition/intuition.h: *832
BorderLeft    char in struct Window +0x0036 intuition/intuition.h: *832
BorderLine    pointer to short int in struct VSprite
+0x0028 graphics/gels.h: *110
BorderRPort   pointer to struct RastPort in struct Window
+0x003a intuition/intuition.h: *833
BorderRight   char in struct Window +0x0038 intuition/intuition.h: *832
BorderTop     char in struct Window +0x0037 intuition/intuition.h: *832
BufBuffer     pointer to short int in struct DBufPacket
+0x0008 graphics/gels.h: *237
BufPath       pointer to struct VSprite in struct DBufPacket
+0x0004 graphics/gels.h: *233
BufX          short int in struct DBufPacket +0x0002 graphics/gels.h: *232
BufY          short int in struct DBufPacket +0x0000 graphics/gels.h: *232
Buffer        pointer to unsigned char in struct StringInfo
+0x0000 intuition/intuition.h: *527
BufferPos     short int in struct StringInfo
+0x0008 intuition/intuition.h: *529
BufferPos     short int in struct SGWork +0x001a intuition/sghooks.h: *44
BytesPerRow   unsigned short int in struct BitMap
+0x0000 graphics/gfx.h: *50

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1.3 2.0 IncludeXREF: C

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_cliprects    pointer to struct ClipRect in struct Layer
+0x0040 graphics/clip.h: *50
_CopList      pointer to struct CopList in struct CopList
+0x0004 graphics/copper.h: *66
cb_ConfigDev  pointer to struct ConfigDev in struct CurrentBinding

```

```
+0x0000 libraries/configvars.h: *59
cb_FileName      pointer to unsigned char in struct CurrentBinding
+0x0004 libraries/configvars.h: *60
cb_ProductString pointer to unsigned char in struct CurrentBinding
+0x0008 libraries/configvars.h: *61
cb_ToolTypes     pointer to pointer to unsigned char in struct CurrentBinding
+0x000c libraries/configvars.h: *62
cbh_CBport       struct MsgPort(size 0x0022 bytes) in struct ClipboardHandle
+0x0034 libraries/iffparse.h: *118
cbh_Req          struct IOClipReq(size 0x0034 bytes) in struct ClipboardHandle
+0x0000 libraries/iffparse.h: *117
cbh_SatisfyPort  struct MsgPort(size 0x0022 bytes) in struct ClipboardHandle
+0x0056 libraries/iffparse.h: *119
ccode            pointer to function returning int in struct Isrvstr
+0x0016 graphics/graphint.h: *25
cd_BoardAddr     pointer to void in struct ConfigDev
+0x0020 libraries/configvars.h: *37
cd_BoardSize     unsigned long int in struct ConfigDev
+0x0024 libraries/configvars.h: *38
cd_Driver        pointer to void in struct ConfigDev
+0x002c libraries/configvars.h: *41
cd_Flags         unsigned char in struct ConfigDev
+0x000e libraries/configvars.h: *34
cd_NextCD        pointer to struct ConfigDev in struct ConfigDev
+0x0030 libraries/configvars.h: *42
cd_Node          struct Node(size 0x000e bytes) in struct ConfigDev
+0x0000 libraries/configvars.h: *33
cd_Pad           unsigned char in struct ConfigDev
+0x000f libraries/configvars.h: *35
cd_Rom           struct ExpansionRom(size 0x0010 bytes) in struct ConfigDev
+0x0010 libraries/configvars.h: *36
cd_SlotAddr      unsigned short int in struct ConfigDev
+0x0028 libraries/configvars.h: *39
cd_SlotSize      unsigned short int in struct ConfigDev
+0x002a libraries/configvars.h: *40
cd_Unused        array [4] of unsigned long int in struct ConfigDev
+0x0034 libraries/configvars.h: *43
ceil             #define IEEEEDPCeil libraries/mathffp.h: *37
                libraries/mathieeedp.h: *37
centphon        pointer to char in struct narrator_rb
+0x0050 devices/narrator.h: *117
centralize       unsigned char in struct narrator_rb
+0x004f devices/narrator.h: *116
cfc_ColorTable  pointer to unsigned short int in struct ColorFontColors
+0x0004 graphics/text.h: *148
cfc_Count       unsigned short int in struct ColorFontColors
+0x0002 graphics/text.h: *147
cfc_Reserved    unsigned short int in struct ColorFontColors
+0x0000 graphics/text.h: *146
ch_masks        pointer to unsigned char in struct narrator_rb
+0x0038 devices/narrator.h: *99
chanmask        unsigned char in struct narrator_rb
+0x0043 devices/narrator.h: *104
check_lp        pointer to struct Layer in struct Layer_Info
+0x0004 graphics/layers.h: *37
chm_ChangeCmd   long int in struct ClipHookMsg
+0x0004 devices/clipboard.h: *67
```

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chm_ClipID      long int in struct ClipHookMsg
                +0x0008 devices/clipboard.h: *69
chm_Type        unsigned long int in struct ClipHookMsg
                +0x0000 devices/clipboard.h: *66
ci_Data         pointer to unsigned char in struct CollectionItem
                +0x0008 libraries/iffparse.h: *108
ci_Next         pointer to struct CollectionItem in struct CollectionItem
                +0x0000 libraries/iffparse.h: *106
ci_Size         long int in struct CollectionItem
                +0x0004 libraries/iffparse.h: *107
cia            pointer to long int in struct GfxBase
                +0x002a graphics/gfxbase.h: *30
ciacra         unsigned char in struct CIA +0x0e00 hardware/cia.h: *60
ciacrb         unsigned char in struct CIA +0x0f00 hardware/cia.h: *62
ciaddra        unsigned char in struct CIA +0x0200 hardware/cia.h: *36
ciaddrb        unsigned char in struct CIA +0x0300 hardware/cia.h: *38
ciaicr         unsigned char in struct CIA +0x0d00 hardware/cia.h: *58
ciapra         unsigned char in struct CIA +0x0000 hardware/cia.h: *32
ciaprb         unsigned char in struct CIA +0x0100 hardware/cia.h: *34
ciasdr         unsigned char in struct CIA +0x0c00 hardware/cia.h: *56
ciatahi        unsigned char in struct CIA +0x0500 hardware/cia.h: *42
ciatalo        unsigned char in struct CIA +0x0400 hardware/cia.h: *40
ciatbhi        unsigned char in struct CIA +0x0700 hardware/cia.h: *46
ciatblo        unsigned char in struct CIA +0x0600 hardware/cia.h: *44
ciatodhi       unsigned char in struct CIA +0x0a00 hardware/cia.h: *52
ciatodlow      unsigned char in struct CIA +0x0800 hardware/cia.h: *48
ciatodmid      unsigned char in struct CIA +0x0900 hardware/cia.h: *50
cl_Dispatcher  struct Hook(size 0x0014 bytes) in struct IClass
                +0x0000 intuition/classes.h: *29
cl_Flags       unsigned long int in struct IClass
                +0x0030 intuition/classes.h: *43
cl_ID          pointer to unsigned char in struct IClass
                +0x001c intuition/classes.h: *32
cl_InstOffset  unsigned short int in struct IClass
                +0x0020 intuition/classes.h: *35
cl_InstSize    unsigned short int in struct IClass
                +0x0022 intuition/classes.h: *36
cl_ObjectCount unsigned long int in struct IClass
                +0x002c intuition/classes.h: *41
cl_Reserved    unsigned long int in struct IClass
                +0x0014 intuition/classes.h: *30
cl_SubclassCount unsigned long int in struct IClass
                +0x0028 intuition/classes.h: *39
cl_Super       pointer to struct IClass in struct IClass
                +0x0018 intuition/classes.h: *31
cl_UserData    unsigned long int in struct IClass
                +0x0024 intuition/classes.h: *38
cleanup        pointer to function returning int in struct bltnode
                +0x000e hardware/blit.h: *97
cli_Background long int in struct CommandLineInterface
                +0x002c dos/dosextens.h: *315
cli_CommandDir long int in struct CommandLineInterface
                +0x0008 dos/dosextens.h: *306
cli_CommandFile long int in struct CommandLineInterface
                +0x0024 dos/dosextens.h: *313
cli_CommandName long int in struct CommandLineInterface
                +0x0010 dos/dosextens.h: *308

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cli_CurrentInput long int in struct CommandLineInterface
+0x0020 dos/dosextens.h: *312
cli_CurrentOutput long int in struct CommandLineInterface
+0x0030 dos/dosextens.h: *316
cli_DefaultStack long int in struct CommandLineInterface
+0x0034 dos/dosextens.h: *317
cli_FailLevel long int in struct CommandLineInterface
+0x0014 dos/dosextens.h: *309
cli_Interactive long int in struct CommandLineInterface
+0x0028 dos/dosextens.h: *314
cli_Module long int in struct CommandLineInterface
+0x003c dos/dosextens.h: *319
cli_Prompt long int in struct CommandLineInterface
+0x0018 dos/dosextens.h: *310
cli_Result2 long int in struct CommandLineInterface
+0x0000 dos/dosextens.h: *304
cli_ReturnCode long int in struct CommandLineInterface
+0x000c dos/dosextens.h: *307
cli_SetName long int in struct CommandLineInterface
+0x0004 dos/dosextens.h: *305
cli_StandardInput long int in struct CommandLineInterface
+0x001c dos/dosextens.h: *311
cli_StandardOutput long int in struct CommandLineInterface
+0x0038 dos/dosextens.h: *318
clxcon unsigned short int in struct Custom
+0x0098 hardware/custom.h: *93
clxdad unsigned short int in struct Custom
+0x000e hardware/custom.h: *35
cm_batch_items pointer to struct TagItem in struct ColorMap
+0x0020 graphics/view.h: *128
cm_vp pointer to struct ViewPort in struct ColorMap
+0x0014 graphics/view.h: *125
cm_vpe pointer to struct ViewPortExtra in struct ColorMap
+0x0008 graphics/view.h: *120
cn_ID long int in struct ContextNode
+0x0008 libraries/iffparse.h: *71
cn_Node struct MinNode(size 0x0008 bytes) in struct ContextNode
+0x0000 libraries/iffparse.h: *70
cn_Scan long int in struct ContextNode
+0x0014 libraries/iffparse.h: *74
cn_Size long int in struct ContextNode
+0x0010 libraries/iffparse.h: *73
cn_Type long int in struct ContextNode
+0x000c libraries/iffparse.h: *72
code pointer to function returning int in struct Isrvstr
+0x0012 graphics/graphint.h: *24
collHandler pointer to struct collTable in struct GelsInfo
+0x0012 graphics/rastport.h: *51
collPtrs array [16] of pointer to function returning int in struct
collTable
+0x0000 graphics/gels.h: *260
collTable structure tag size 0x0040 graphics/rastport.h: *51
graphics/gels.h: 258
color array [32] of unsigned short int in struct Custom
+0x0180 hardware/custom.h: *122
color0 unsigned short int in struct Preferences
+0x006e intuition/preferences.h: *70

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color1          unsigned short int in struct Preferences
                +0x0070 intuition/preferences.h: *71
color17         unsigned short int in struct Preferences
                +0x0066 intuition/preferences.h: *64
color18         unsigned short int in struct Preferences
                +0x0068 intuition/preferences.h: *65
color19         unsigned short int in struct Preferences
                +0x006a intuition/preferences.h: *66
color2          unsigned short int in struct Preferences
                +0x0072 intuition/preferences.h: *72
color3          unsigned short int in struct Preferences
                +0x0074 intuition/preferences.h: *73
colorByte       array [4] of unsigned char in union colorEntry
                +0x0000 devices/prtgfx.h: *30
colorEntry      union tag
                size 0x0004 devices/prtgfx.h: *28, 40, 41, 42, 43, 44
colorLong       unsigned long int in union colorEntry
                +0x0000 devices/prtgfx.h: *29
colorSByte      array [4] of char in union colorEntry
                +0x0000 devices/prtgfx.h: *31
control_delta_ntsc short int in struct GfxBase +0x017a graphics/gfxbase.h: *84
control_delta_pal short int in struct GfxBase +0x0178 graphics/gfxbase.h: *83
cop1lc         unsigned long int in struct Custom
                +0x0080 hardware/custom.h: *83
cop2lc         unsigned long int in struct Custom
                +0x0084 hardware/custom.h: *84
copcon         unsigned short int in struct Custom
                +0x002e hardware/custom.h: *50
copinit        structure tag size 0x0078 graphics/copper.h: *92
                graphics/gfxbase.h: 29
copinit        pointer to struct copinit in struct GfxBase
                +0x0026 graphics/gfxbase.h: *29
copins         unsigned short int in struct Custom
                +0x008c hardware/custom.h: *87
copjmp1        unsigned short int in struct Custom
                +0x0088 hardware/custom.h: *85
copjmp2        unsigned short int in struct Custom
                +0x008a hardware/custom.h: *86
cos            #define IEEEEDPCos  libraries/mathffp.h: *41
                libraries/mathieeedp.h: *41
cosh           #define IEEEEDPCosh  libraries/mathffp.h: *52
                libraries/mathieeedp.h: *52
cp_x          short int in struct RastPort +0x0024 graphics/rastport.h: *74
cp_y          short int in struct RastPort +0x0026 graphics/rastport.h: *74
cpl_Array      pointer to pointer to struct MsgPort in struct CliProcList
                +0x000c dos/dosextens.h: *267
cpl_First      long int in struct CliProcList +0x0008 dos/dosextens.h: *266
cpl_Node       struct MinNode(size 0x0008 bytes) in struct CliProcList
                +0x0000 dos/dosextens.h: *265
cprlist        structure tag size 0x000a graphics/copper.h: *56, 58
                graphics/view.h: 61, 62
cr            pointer to struct ClipRect in struct Layer
                +0x0030 graphics/clip.h: *48
cr2           pointer to struct ClipRect in struct Layer
                +0x0034 graphics/clip.h: *48
crb_reserved   array [5] of unsigned char in struct GfxBase
                +0x00ed graphics/gfxbase.h: *68

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crnew          pointer to struct ClipRect in struct Layer
               +0x0038 graphics/clip.h: *48
ctf_CharData    array [8] of pointer to void in struct ColorTextFont
               +0x0040 graphics/text.h: *162
ctf_ColorFontColors pointer to struct ColorFontColors in struct ColorTextFont
               +0x003c graphics/text.h: *161
ctf_Depth       unsigned char in struct ColorTextFont
               +0x0036 graphics/text.h: *155
ctf_FgColor     unsigned char in struct ColorTextFont
               +0x0037 graphics/text.h: *156
ctf_Flags       unsigned short int in struct ColorTextFont
               +0x0034 graphics/text.h: *154
ctf_High        unsigned char in struct ColorTextFont
               +0x0039 graphics/text.h: *158
ctf_Low         unsigned char in struct ColorTextFont
               +0x0038 graphics/text.h: *157
ctf_PlaneOnOff  unsigned char in struct ColorTextFont
               +0x003b graphics/text.h: *160
ctf_PlanePick   unsigned char in struct ColorTextFont
               +0x003a graphics/text.h: *159
ctf_TF          struct TextFont(size 0x0034 bytes) in struct ColorTextFont
               +0x0000 graphics/text.h: *153
ctl            unsigned short int in struct SpriteDef
               +0x0002 hardware/custom.h: *118
cu_AOLPen       char in struct ConUnit +0x0105 devices/conunit.h: *84
cu_AlgoStyle    unsigned char in struct ConUnit +0x0118 devices/conunit.h: *90
cu_BgPen        char in struct ConUnit +0x0104 devices/conunit.h: *83
cu_DrawMode     char in struct ConUnit +0x0106 devices/conunit.h: *85
cu_FgPen        char in struct ConUnit +0x0103 devices/conunit.h: *82
cu_Font         pointer to struct TextFont in struct ConUnit
               +0x0114 devices/conunit.h: *89
cu_KeyMapStruct struct KeyMap(size 0x0020 bytes) in struct ConUnit
               +0x0042 devices/conunit.h: *76
cu_MP           struct MsgPort(size 0x0022 bytes) in struct ConUnit
               +0x0000 devices/conunit.h: *56
cu_Mask         char in struct ConUnit +0x0102 devices/conunit.h: *81
cu_Minterms     array [8] of unsigned char in struct ConUnit
               +0x010c devices/conunit.h: *88
cu_Modes        array [3] of unsigned char in struct ConUnit
               +0x0122 devices/conunit.h: *98
cu_Node         struct Node(size 0x000e bytes) in struct ClipboardUnitPartial
               +0x0000 devices/clipboard.h: *37
cu_Obsolete1    char in struct ConUnit +0x0107 devices/conunit.h: *86
cu_Obsolete2    pointer to void in struct ConUnit
               +0x0108 devices/conunit.h: *87
cu_RawEvents    array [3] of unsigned char in struct ConUnit
               +0x0125 devices/conunit.h: *99
cu_TabStops     array [80] of unsigned short int in struct ConUnit
               +0x0062 devices/conunit.h: *78
cu_TxBaseline   unsigned short int in struct ConUnit
               +0x011e devices/conunit.h: *94
cu_TxFlags      unsigned char in struct ConUnit +0x0119 devices/conunit.h: *91
cu_TxHeight     unsigned short int in struct ConUnit
               +0x011a devices/conunit.h: *92
cu_TxSpacing    short int in struct ConUnit +0x0120 devices/conunit.h: *95
cu_TxWidth      unsigned short int in struct ConUnit
               +0x011c devices/conunit.h: *93

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cu_UnitNum      unsigned long int in struct ClipboardUnitPartial
                  +0x000e devices/clipboard.h: *38
cu_Window       pointer to struct Window in struct ConUnit
                  +0x0022 devices/conunit.h: *58
cu_XCCP         short int in struct ConUnit +0x003e devices/conunit.h: *71
cu_XCP          short int in struct ConUnit +0x0026 devices/conunit.h: *59
cu_XMax         short int in struct ConUnit +0x002a devices/conunit.h: *61
cu_XMinShrink   short int in struct ConUnit +0x003a devices/conunit.h: *69
cu_XRExtant     short int in struct ConUnit +0x0036 devices/conunit.h: *67
cu_XRORigin     short int in struct ConUnit +0x0032 devices/conunit.h: *65
cu_XRSize       short int in struct ConUnit +0x002e devices/conunit.h: *63
cu_YCCP         short int in struct ConUnit +0x0040 devices/conunit.h: *72
cu_YCP          short int in struct ConUnit +0x0028 devices/conunit.h: *60
cu_YMax         short int in struct ConUnit +0x002c devices/conunit.h: *62
cu_YMinShrink   short int in struct ConUnit +0x003c devices/conunit.h: *70
cu_YRExtant     short int in struct ConUnit +0x0038 devices/conunit.h: *68
cu_YRORigin     short int in struct ConUnit +0x0034 devices/conunit.h: *66
cu_YRSize       short int in struct ConUnit +0x0030 devices/conunit.h: *64
current_monitor pointer to struct MonitorSpec in struct GfxBase
                  +0x017c graphics/gfxbase.h: *85
current_tot_cclks unsigned short int in struct GfxBase
                  +0x0160 graphics/gfxbase.h: *78
current_tot_rows unsigned short int in struct GfxBase
                  +0x015e graphics/gfxbase.h: *77
CACRF_ClearD    #define (1L<<11) = 0x00000800  exec/execbase.h: *179
CACRF_ClearI    #define (1L<<3) = 0x00000008  exec/execbase.h: *175
CACRF_CopyBack  #define (1L<<31) = 0x80000000  exec/execbase.h: *183
CACRF_DBE       #define (1L<<12) = 0x00001000  exec/execbase.h: *180
CACRF_Enabled   #define (1L<<8) = 0x00000100  exec/execbase.h: *177
CACRF_EnableI   #define (1L<<0) = 0x00000001  exec/execbase.h: *173
CACRF_FreezeD   #define (1L<<9) = 0x00000200  exec/execbase.h: *178
CACRF_FreezeI   #define (1L<<1) = 0x00000002  exec/execbase.h: *174
CACRF_IBE       #define (1L<<4) = 0x00000010  exec/execbase.h: *176
CACRF_WriteAllocate #define (1L<<13) = 0x00002000  exec/execbase.h: *182
CBD_CHANGEHOOK  #define (CMD_NONSTD+3) = 0x0000000c devices/clipboard.h: *31
CBD_CURRENTREADID #define (CMD_NONSTD+1) = 0x0000000a
                  devices/clipboard.h: *29
CBD_CURRENTWRITEID #define (CMD_NONSTD+2) = 0x0000000b
                  devices/clipboard.h: *30
CBD_DESCRLEN    #define 40 = 0x00000028  libraries/commodities.h: *38
CBD_NAMELEN     #define 24 = 0x00000018  libraries/commodities.h: *36
CBD_POST        #define (CMD_NONSTD+0) = 0x00000009 devices/clipboard.h: *28
CBD_TITLELEN    #define 40 = 0x00000028  libraries/commodities.h: *37
CBERR_DUP       #define 2 = 0x00000002  libraries/commodities.h: *43
CBERR_OBSOLETEID #define 1 = 0x00000001  devices/clipboard.h: *33
CBERR_OK        #define 0 = 0x00000000  libraries/commodities.h: *41
CBERR_SYSERR    #define 1 = 0x00000001  libraries/commodities.h: *42
CBERR_VERSION   #define 3 = 0x00000003  libraries/commodities.h: *44
CBM_MPS1000     #define 0x03 = 0x00000003  intuition/preferences.h: *195
CDB_BADMEMORY   #define 2 = 0x00000002  libraries/configvars.h: *49
CDB_CONFIGME    #define 1 = 0x00000001  libraries/configvars.h: *48
CDB_SHUTUP      #define 0 = 0x00000000  libraries/configvars.h: *47
CDF_BADMEMORY   #define 0x04 = 0x00000004  libraries/configvars.h: *53
CDF_CONFIGME    #define 0x02 = 0x00000002  libraries/configvars.h: *52
CDF_SHUTUP      #define 0x01 = 0x00000001  libraries/configvars.h: *51
CD_ASKDEFAULTKEYMAP #define (CMD_NONSTD+2) = 0x0000000b
                  devices/console.h: *26

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CD_ASKKEYMAP      #define (CMD_NONSTD+0) = 0x00000009  devices/console.h: *24
CD_SETDEFAULTKEYMAP #define (CMD_NONSTD+3) = 0x0000000c
                  devices/console.h: *27
CD_SETKEYMAP      #define (CMD_NONSTD+1) = 0x0000000a  devices/console.h: *25
CEND              macro (1 argument)  graphics/gfxmacros.h: *41
CENTER_IMAGE      #define 0x0008 = 0x00000008  intuition/preferences.h: *245
CHANGEWINDOW      #define IDCMP_CHANGEWINDOW = 0x02000000
                  intuition/iobsolete.h: *139
CHANGE_FH         #define 1 = 0x00000001  dos/dos.h: *223
CHANGE_LOCK       #define 0 = 0x00000000  dos/dos.h: *222
CHECKBOXIDCMP     #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *67
CHECKBOX_KIND     #define 2 = 0x00000002  libraries/gadtools.h: *36
CHECKED           #define 0x0100 = 0x00000100  intuition/intuition.h: *132
CHECKIMAGE        #define (0x0EL) = 0x0000000e  intuition/imageclass.h: *110
CHECKIT           #define 0x0001 = 0x00000001  intuition/intuition.h: *118
CHECKWIDTH        #define 19 = 0x00000013  intuition/intuition.h: *1300
CHeight          unsigned short int in struct PropInfo
                  +0x000c intuition/intuition.h: *489
CIA              structure tag size 0x0f01 hardware/cia.h: *31
CIAANAME         #define "ciaa.resource"  resources/cia.h: *15
CIABNAME         #define "ciab.resource"  resources/cia.h: *16
CIAB_COMCD       #define (5) = 0x00000005  hardware/cia.h: *149
CIAB_COMCTS      #define (4) = 0x00000004  hardware/cia.h: *150
CIAB_COMDSR      #define (3) = 0x00000003  hardware/cia.h: *151
CIAB_COMDTR      #define (7) = 0x00000007  hardware/cia.h: *147
CIAB_COMRTS      #define (6) = 0x00000006  hardware/cia.h: *148
CIAB_DSKCHANGE   #define (2) = 0x00000002  hardware/cia.h: *140
CIAB_DSKDIREC    #define (1) = 0x00000001  hardware/cia.h: *163
CIAB_DSKMOTOR    #define (7) = 0x00000007  hardware/cia.h: *157
CIAB_DSKPROT     #define (3) = 0x00000003  hardware/cia.h: *139
CIAB_DSKRDY     #define (5) = 0x00000005  hardware/cia.h: *137
CIAB_DSKSEL0     #define (3) = 0x00000003  hardware/cia.h: *161
CIAB_DSKSEL1     #define (4) = 0x00000004  hardware/cia.h: *160
CIAB_DSKSEL2     #define (5) = 0x00000005  hardware/cia.h: *159
CIAB_DSKSEL3     #define (6) = 0x00000006  hardware/cia.h: *158
CIAB_DSKSIDE     #define (2) = 0x00000002  hardware/cia.h: *162
CIAB_DSKSTEP     #define (0) = 0x00000000  hardware/cia.h: *164
CIAB_DSKTRACK0   #define (4) = 0x00000004  hardware/cia.h: *138
CIAB_GAMEPORT0   #define (6) = 0x00000006  hardware/cia.h: *136
CIAB_GAMEPORT1   #define (7) = 0x00000007  hardware/cia.h: *135
CIAB_LED         #define (1) = 0x00000001  hardware/cia.h: *141
CIAB_OVERLAY     #define (0) = 0x00000000  hardware/cia.h: *142
CIAB_PRTRBUSY    #define (0) = 0x00000000  hardware/cia.h: *154
CIAB_PRTRPOUT    #define (1) = 0x00000001  hardware/cia.h: *153
CIAB_PRTRSEL     #define (2) = 0x00000002  hardware/cia.h: *152
CIACRAB_INMODE   #define 5 = 0x00000005  hardware/cia.h: *81
CIACRAB_LOAD     #define 4 = 0x00000004  hardware/cia.h: *80
CIACRAB_OUTMODE  #define 2 = 0x00000002  hardware/cia.h: *78
CIACRAB_PBon     #define 1 = 0x00000001  hardware/cia.h: *77
CIACRAB_RUNMODE  #define 3 = 0x00000003  hardware/cia.h: *79
CIACRAB_SPMODE   #define 6 = 0x00000006  hardware/cia.h: *82
CIACRAB_START    #define 0 = 0x00000000  hardware/cia.h: *76
CIACRAB_TODIN    #define 7 = 0x00000007  hardware/cia.h: *83
CIACRAF_INMODE   #define (1<<CIACRAB_INMODE) = 0x00000020
                  hardware/cia.h: *110
CIACRAF_LOAD     #define (1<<CIACRAB_LOAD) = 0x00000010  hardware/cia.h: *109

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CIACRAF_OUTMODE #define (1<<CIACRAB_OUTMODE) = 0x00000004
hardware/cia.h: *107
CIACRAF_PBON #define (1<<CIACRAB_PBON) = 0x00000002 hardware/cia.h: *106
CIACRAF_RUNMODE #define (1<<CIACRAB_RUNMODE) = 0x00000008
hardware/cia.h: *108
CIACRAF_SPMODE #define (1<<CIACRAB_SPMODE) = 0x00000040
hardware/cia.h: *111
CIACRAF_START #define (1<<CIACRAB_START) = 0x00000001 hardware/cia.h: *105
CIACRAF_TODIN #define (1<<CIACRAB_TODIN) = 0x00000080 hardware/cia.h: *112
CIACRBB_ALARM #define 7 = 0x00000007 hardware/cia.h: *93
CIACRBB_INMODE0 #define 5 = 0x00000005 hardware/cia.h: *91
CIACRBB_INMODE1 #define 6 = 0x00000006 hardware/cia.h: *92
CIACRBB_LOAD #define 4 = 0x00000004 hardware/cia.h: *90
CIACRBB_OUTMODE #define 2 = 0x00000002 hardware/cia.h: *88
CIACRBB_PBON #define 1 = 0x00000001 hardware/cia.h: *87
CIACRBB_RUNMODE #define 3 = 0x00000003 hardware/cia.h: *89
CIACRBB_START #define 0 = 0x00000000 hardware/cia.h: *86
CIACRBF_ALARM #define (1<<CIACRBB_ALARM) = 0x00000080 hardware/cia.h: *122
CIACRBF_INMODE0 #define (1<<CIACRBB_INMODE0) = 0x00000020
hardware/cia.h: *120
CIACRBF_INMODE1 #define (1<<CIACRBB_INMODE1) = 0x00000040
hardware/cia.h: *121
CIACRBF_IN_CNT #define (CIACRBF_INMODE0) = 0x00000020 hardware/cia.h: *126
CIACRBF_IN_CNT_TA #define (CIACRBF_INMODE0|CIACRBF_INMODE1) = 0x00000060
hardware/cia.h: *128
CIACRBF_IN_PHI2 #define 0 = 0x00000000 hardware/cia.h: *125
CIACRBF_IN_TA #define (CIACRBF_INMODE1) = 0x00000040 hardware/cia.h: *127
CIACRBF_LOAD #define (1<<CIACRBB_LOAD) = 0x00000010 hardware/cia.h: *119
CIACRBF_OUTMODE #define (1<<CIACRBB_OUTMODE) = 0x00000004
hardware/cia.h: *117
CIACRBF_PBON #define (1<<CIACRBB_PBON) = 0x00000002 hardware/cia.h: *116
CIACRBF_RUNMODE #define (1<<CIACRBB_RUNMODE) = 0x00000008
hardware/cia.h: *118
CIACRBF_START #define (1<<CIACRBB_START) = 0x00000001 hardware/cia.h: *115
CIAF_COMCD #define (1<<5) = 0x00000020 hardware/cia.h: *181
CIAF_COMCTS #define (1<<4) = 0x00000010 hardware/cia.h: *182
CIAF_COMDSR #define (1<<3) = 0x00000008 hardware/cia.h: *183
CIAF_COMDTR #define (1<<7) = 0x00000080 hardware/cia.h: *179
CIAF_COMRTS #define (1<<6) = 0x00000040 hardware/cia.h: *180
CIAF_DSKCHANGE #define (1<<2) = 0x00000004 hardware/cia.h: *172
CIAF_DSKDIREC #define (1<<1) = 0x00000002 hardware/cia.h: *195
CIAF_DSKMOTOR #define (1<<7) = 0x00000080 hardware/cia.h: *189
CIAF_DSKPROT #define (1<<3) = 0x00000008 hardware/cia.h: *171
CIAF_DSKRDY #define (1<<5) = 0x00000020 hardware/cia.h: *169
CIAF_DSKSEL0 #define (1<<3) = 0x00000008 hardware/cia.h: *193
CIAF_DSKSEL1 #define (1<<4) = 0x00000010 hardware/cia.h: *192
CIAF_DSKSEL2 #define (1<<5) = 0x00000020 hardware/cia.h: *191
CIAF_DSKSEL3 #define (1<<6) = 0x00000040 hardware/cia.h: *190
CIAF_DSKSIDE #define (1<<2) = 0x00000004 hardware/cia.h: *194
CIAF_DSKSTEP #define (1<<0) = 0x00000001 hardware/cia.h: *196
CIAF_DSKTRACK0 #define (1<<4) = 0x00000010 hardware/cia.h: *170
CIAF_GAMEPORT0 #define (1<<6) = 0x00000040 hardware/cia.h: *168
CIAF_GAMEPORT1 #define (1<<7) = 0x00000080 hardware/cia.h: *167
CIAF_LED #define (1<<1) = 0x00000002 hardware/cia.h: *173
CIAF_OVERLAY #define (1<<0) = 0x00000001 hardware/cia.h: *174
CIAF_PRTRBUSY #define (1<<0) = 0x00000001 hardware/cia.h: *186
CIAF_PRTRPOUT #define (1<<1) = 0x00000002 hardware/cia.h: *185
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CIAF_PRTRSEL      #define (1<<2) = 0x00000004 hardware/cia.h: *184
CIAICRB_ALRM      #define 2 = 0x00000002 hardware/cia.h: *69
CIAICRB_FLG       #define 4 = 0x00000004 hardware/cia.h: *71
CIAICRB_IR        #define 7 = 0x00000007 hardware/cia.h: *72
CIAICRB_SETCLR    #define 7 = 0x00000007 hardware/cia.h: *73
CIAICRB_SP        #define 3 = 0x00000003 hardware/cia.h: *70
CIAICRB_TA        #define 0 = 0x00000000 hardware/cia.h: *67
CIAICRB_TB        #define 1 = 0x00000001 hardware/cia.h: *68
CIAICRF_ALRM      #define (1<<CIAICRB_ALRM) = 0x00000004 hardware/cia.h: *98
CIAICRF_FLG       #define (1<<CIAICRB_FLG) = 0x00000010 hardware/cia.h: *100
CIAICRF_IR        #define (1<<CIAICRB_IR) = 0x00000080 hardware/cia.h: *101
CIAICRF_SETCLR    #define (1<<CIAICRB_SETCLR) = 0x00000080
                  hardware/cia.h: *102
CIAICRF_SP        #define (1<<CIAICRB_SP) = 0x00000008 hardware/cia.h: *99
CIAICRF_TA        #define (1<<CIAICRB_TA) = 0x00000001 hardware/cia.h: *96
CIAICRF_TB        #define (1<<CIAICRB_TB) = 0x00000002 hardware/cia.h: *97
CINIT             macro (2 arguments) graphics/gfxmacros.h: *38
CLEANME           #define CLEANUP = 0x00000040 hardware/blit.h: *102
CLEANUP           #define 0x40 = 0x00000040 hardware/blit.h: *101
CLF_INLIST        #define 0x00000001 = 0x00000001 intuition/classes.h: *44
CLIB_MACROS_H     #define clib/macros.h: *2
CLOSE             #define GTYP_CLOSE = 0x00000080 intuition/iobsolete.h: *103
CLOSEGADGET       #define 3 = 0x00000003 intuition/intuitionbase.h: *50
CLOSEIMAGE        #define (0x03L) = 0x00000003 intuition/imageclass.h: *104
CLOSEWINDOW       #define IDCMP_CLOSEWINDOW = 0x00000200
                  intuition/iobsolete.h: *123
CLVALUE           macro (1 argument) rexx/rexxio.h: *58
CLeft             short int in struct StringInfo
                  +0x0014 intuition/intuition.h: *537
CMDE_NOBROKER     #define (-1) = 0xffffffff libraries/commodities.h: *137
CMDE_NOMEM        #define (-3) = 0xffffffffd libraries/commodities.h: *139
CMDE_NOPORT       #define (-2) = 0xfffffffef libraries/commodities.h: *138
CMDE_OK           #define (0) = 0x00000000 libraries/commodities.h: *136
CMD_CLEAR         #define 5 = 0x00000005 exec/io.h: *56
CMD_DISABLED      #define -999 = 0xffffffc19 dos/dosextens.h: *297
CMD_FLUSH         #define 8 = 0x00000008 exec/io.h: *59
CMD_INTERNAL      #define -2 = 0xfffffffef dos/dosextens.h: *296
CMD_INVALID       #define 0 = 0x00000000 exec/io.h: *51
CMD_NONSTD        #define 9 = 0x00000009 exec/io.h: *61
CMD_READ          #define 2 = 0x00000002 exec/io.h: *53
CMD_RESET         #define 1 = 0x00000001 exec/io.h: *52
CMD_START         #define 7 = 0x00000007 exec/io.h: *58
CMD_STOP          #define 6 = 0x00000006 exec/io.h: *57
CMD_SYSTEM        #define -1 = 0xfffffffef dos/dosextens.h: *295
CMD_UPDATE        #define 4 = 0x00000004 exec/io.h: *55
CMD_WRITE         #define 3 = 0x00000003 exec/io.h: *54
CMOVE             macro (3 arguments) graphics/gfxmacros.h: *39
COERR_BADFILTER   #define 4 = 0x00000004 libraries/commodities.h: *163
COERR_BADTYPE     #define 8 = 0x00000008 libraries/commodities.h: *164
COERR_ISNULL      #define 1 = 0x00000001 libraries/commodities.h: *161
COERR_NULLATTACH  #define 2 = 0x00000002 libraries/commodities.h: *162
COF_SHOW_HIDE     #define 4 = 0x00000004 libraries/commodities.h: *67
COLORMAP_TRANSPARENCY #define 0x01 = 0x00000001 graphics/view.h: *140
COLORMAP_TYPE_V1_2 #define 0x00 = 0x00000000 graphics/view.h: *135
COLORMAP_TYPE_V1_4 #define 0x01 = 0x00000001 graphics/view.h: *136
COLORMAP_TYPE_V36 #define COLORMAP_TYPE_V1_4 = 0x00000001
                  graphics/view.h: *137

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COLORON                #define 0x0200 = 0x00000200  graphics/display.h: *21
COLORPLANE_TRANSPARENCY #define 0x02 = 0x00000002  graphics/view.h: *141
COMMSEQ                #define 0x0004 = 0x00000004  intuition/intuition.h: *120
COMMWIDTH              #define 27 = 0x0000001b  intuition/intuition.h: *1301
COMPLEMENT             #define 2 = 0x00000002  graphics/rastport.h: *96
COMPLEX_BIT            #define 1 = 0x00000001  dos/dosasl.h: *139
CONFLAG_DEFAULT        #define 0 = 0x00000000  devices/conunit.h: *46
CONFLAG_NODRAW_ON_NEWSIZE #define 1 = 0x00000001  devices/conunit.h: *47
CONU_CHARMAP           #define 1 = 0x00000001  devices/conunit.h: *41
CONU_LIBRARY           #define -1 = 0xffffffff  devices/conunit.h: *36
CONU_SNIPMAP           #define 3 = 0x00000003  devices/conunit.h: *42
CONU_STANDARD          #define 0 = 0x00000000  devices/conunit.h: *37
COPPER_MOVE            #define 0 = 0x00000000  graphics/copper.h: *19
COPPER_WAIT            #define 1 = 0x00000001  graphics/copper.h: *20
CORRECT_BLUE           #define 0x0004 = 0x00000004  intuition/preferences.h: *243
CORRECT_GREEN          #define 0x0002 = 0x00000002  intuition/preferences.h: *242
CORRECT_RED            #define 0x0001 = 0x00000001  intuition/preferences.h: *241
CORRECT_RGB_MASK       #define (CORRECT_RED|CORRECT_GREEN|CORRECT_BLUE) = 0x00000007
                        intuition/preferences.h: *264
COUNT                 short int  exec/types.h: *58
CPRNXTBUF              #define 2 = 0x00000002  graphics/copper.h: *21
CPR_NT_LOF             #define 0x8000 = 0x00008000  graphics/copper.h: *22
CPR_NT_SHT             #define 0x4000 = 0x00004000  graphics/copper.h: *23
CPR_NT_SYS             #define 0x2000 = 0x00002000  graphics/copper.h: *24
CPTR                   typedef ULONG  exec/types.h: *60
CR_NEEDS_NO_CONCEALED_RASTERS #define 1 = 0x00000001  graphics/clip.h: *79
CR_NEEDS_NO_LAYERBLIT_DAMAGE #define 2 = 0x00000002  graphics/clip.h: *80
CSBLANK                #define 0x0008 = 0x00000008  hardware/custom.h: *156
CSCBLANKEN             #define 0x0400 = 0x00000400  hardware/custom.h: *149
CSYNCTRUE              #define 0x0004 = 0x00000004  hardware/custom.h: *157
CS_Buffer               pointer to unsigned char in struct CSource
                        +0x0000 dos/rdargs.h: *64
CS_CurChr               long int in struct CSource +0x0008 dos/rdargs.h: *66
CS_Length              long int in struct CSource +0x0004 dos/rdargs.h: *65
CSource                structure tag size 0x000c dos/rdargs.h: *63, 98
CTB_ALPHA              #define 2 = 0x00000002  rexx/rxslib.h: *91
CTB_DIGIT              #define 1 = 0x00000001  rexx/rxslib.h: *90
CTB_LOWER              #define 7 = 0x00000007  rexx/rxslib.h: *96
CTB_MAPCOLOR           #define 0 = 0x00000000  graphics/text.h: *141
CTB_REXXOPR            #define 4 = 0x00000004  rexx/rxslib.h: *93
CTB_REXXSPC            #define 5 = 0x00000005  rexx/rxslib.h: *94
CTB_REXXSYM            #define 3 = 0x00000003  rexx/rxslib.h: *92
CTB_SPACE              #define 0 = 0x00000000  rexx/rxslib.h: *89
CTB_UPPER              #define 6 = 0x00000006  rexx/rxslib.h: *95
CTC_HCLRTAB            #define 2 = 0x00000002  devices/console.h: *90
CTC_HCLRTABSALL        #define 5 = 0x00000005  devices/console.h: *91
CTC_HSETTAB            #define 0 = 0x00000000  devices/console.h: *89
CTF_ALPHA              #define (1 << CTB_ALPHA) = 0x00000004  rexx/rxslib.h: *101
CTF_DIGIT              #define (1 << CTB_DIGIT) = 0x00000002  rexx/rxslib.h: *100
CTF_LOWER              #define (1 << CTB_LOWER) = 0x00000080  rexx/rxslib.h: *106
CTF_MAPCOLOR           #define 0x0001 = 0x00000001  graphics/text.h: *142
CTF_REXXOPR            #define (1 << CTB_REXXOPR) = 0x00000010  rexx/rxslib.h: *103
CTF_REXXSPC            #define (1 << CTB_REXXSPC) = 0x00000020  rexx/rxslib.h: *104
CTF_REXXSYM            #define (1 << CTB_REXXSYM) = 0x00000008  rexx/rxslib.h: *102
CTF_SPACE              #define (1 << CTB_SPACE) = 0x00000001  rexx/rxslib.h: *99
CTF_UPPER              #define (1 << CTB_UPPER) = 0x00000040  rexx/rxslib.h: *105
CT_ANTIALIAS           #define 0x0004 = 0x00000004  graphics/text.h: *139

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CT_COLORFONT      #define 0x0001 = 0x00000001  graphics/text.h: *136
CT_COLORMASK      #define 0x000F = 0x0000000f  graphics/text.h: *135
CT_GREYFONT       #define 0x0002 = 0x00000002  graphics/text.h: *137
CTop              short int in struct StringInfo
                  +0x0016 intuition/intuition.h: *537
CURSORDOWN        #define 0x4D = 0x0000004d  intuition/intuition.h: *1345
CURSORLEFT        #define 0x4F = 0x0000004f  intuition/intuition.h: *1343
CURSORRIGHT       #define 0x4E = 0x0000004e  intuition/intuition.h: *1344
CURSORUP          #define 0x4C = 0x0000004c  intuition/intuition.h: *1342
CUSTOM            #define 0x40 = 0x00000040  intuition/preferences.h: *189
CUSTOMBITMAP      #define 0x0040 = 0x00000040  intuition/screens.h: *169
CUSTOMGADGET      #define GTYP_CUSTOMGADGET = 0x00000005
                  intuition/iobsolete.h: *108
CUSTOMIMAGEDEPTH  #define (-1) = 0xffffffff  intuition/imageclass.h: *24
CUSTOMSCREEN      #define 0x000F = 0x0000000f  intuition/screens.h: *163
CUSTOM_HOOK       macro (1 argument)  intuition/cghooks.h: *79
CUSTOM_NAME       #define 0x00 = 0x00000000  intuition/preferences.h: *192
CWAIT            macro (3 arguments)  graphics/gfxmacros.h: *40
CWidth           unsigned short int in struct PropInfo
                  +0x000a intuition/intuition.h: *488
CXCMD_APPEAR      #define (19) = 0x00000013  libraries/commodities.h: *126
CXCMD_DISABLE     #define (15) = 0x0000000f  libraries/commodities.h: *124
CXCMD_DISAPPEAR   #define (21) = 0x00000015  libraries/commodities.h: *127
CXCMD_ENABLE      #define (17) = 0x00000011  libraries/commodities.h: *125
CXCMD_KILL        #define (23) = 0x00000017  libraries/commodities.h: *128
CXCMD_LIST_CHG    #define (27) = 0x0000001b  libraries/commodities.h: *132
CXCMD_UNIQUE      #define (25) = 0x00000019  libraries/commodities.h: *131
CXM_COMMAND       #define (1 << 6) = 0x00000040  libraries/commodities.h: *121
CXM_IEVENT        #define (1 << 5) = 0x00000020  libraries/commodities.h: *113
CXM_UNIQUE        #define (1 << 4) = 0x00000010  libraries/commodities.h: *99
CX_BROKER         #define 6 = 0x00000006  libraries/commodities.h: *91
CX_CUSTOM         #define 8 = 0x00000008  libraries/commodities.h: *93
CX_DEBUG          #define 7 = 0x00000007  libraries/commodities.h: *92
CX_FILTER         #define 1 = 0x00000001  libraries/commodities.h: *86
CX_INVALID        #define 0 = 0x00000000  libraries/commodities.h: *85
CX_SEND          #define 3 = 0x00000003  libraries/commodities.h: *88
CX_SIGNAL         #define 4 = 0x00000004  libraries/commodities.h: *89
CX_TRANSLATE      #define 5 = 0x00000005  libraries/commodities.h: *90
CX_TYPEFILTER     #define 2 = 0x00000002  libraries/commodities.h: *87
CX_ZERO          #define 9 = 0x00000009  libraries/commodities.h: *94
CYCLEIDCMP       #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *74
CYCLE_KIND        #define 7 = 0x00000007  libraries/gadtools.h: *41
Carg              int in struct Isrvstr +0x001a graphics/graphint.h: *26
CheckMark         pointer to struct Image in struct Window
                  +0x0064 intuition/intuition.h: *865
CheckMark         pointer to struct Image in struct NewWindow
                  +0x0016 intuition/intuition.h: *996
CheckMark         pointer to struct Image in struct ExtNewWindow
                  +0x0016 intuition/intuition.h: *1054
ChipRevBits0      unsigned char in struct GfxBase
                  +0x00ec graphics/gfxbase.h: *67
ChkBase           unsigned long int in struct ExecBase
                  +0x0026 exec/execbase.h: *43
ChkSum            unsigned short int in struct ExecBase
                  +0x0052 exec/execbase.h: *55
Class             unsigned long int in struct IntuiMessage

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+0x0014 intuition/intuition.h: *684
Class "UBYTE" intuition/classes.h: *45
ClassID pointer to "UBYTE" intuition/classusr.h: *23
        intuition/classes.h: 32
ClearPath pointer to struct VSprite in struct VSprite
+0x000c graphics/gels.h: *82
CliProcList structure tag size 0x0010 dos/dosextens.h: *264
ClipHookMsg structure tag size 0x000c devices/clipboard.h: *65
ClipRect structure tag
        size 0x0024 graphics/clip.h: *37, 44, 48, 49, 50, 64, 66, 67,
        71
        graphics/layers.h: 38
ClipRect pointer to struct ClipRect in struct Layer
+0x0008 graphics/clip.h: *37
ClipRegion pointer to struct Region in struct Layer
+0x007e graphics/clip.h: *55
ClipboardHandle structure tag size 0x0078 libraries/iffparse.h: *116
ClipboardUnitPartial structure tag size 0x0012 devices/clipboard.h: *36, 46
Clock long int in struct AnimOb +0x0008 graphics/gels.h: *206
ClockData structure tag size 0x000e utility/date.h: *18
ClrIns pointer to struct CopList in struct ViewPort
+0x0010 graphics/view.h: *48
Code unsigned short int in struct IntuiMessage
+0x0018 intuition/intuition.h: *687
Code unsigned short int in struct SGWork
+0x0018 intuition/sghooks.h: *43
CoerceDisplayInfo pointer to void in struct ColorMap
+0x001c graphics/view.h: *127
ColdCapture pointer to void in struct ExecBase
+0x002a exec/execbase.h: *44
CollMask pointer to short int in struct VSprite
+0x002c graphics/gels.h: *111
CollectionItem structure tag size 0x000c libraries/iffparse.h: *105, 106
ColorFontColors structure tag size 0x0008 graphics/text.h: *145, 161
ColorIndex short int in struct ColorSpec
+0x0000 intuition/intuition.h: *1242
ColorMap structure tag size 0x0028 devices/printer.h: *164
        graphics/view.h: 44, 114
ColorMap pointer to struct ColorMap in struct ViewPort
+0x0004 graphics/view.h: *44
ColorSpec structure tag size 0x0008 intuition/intuition.h: *1241
ColorTable pointer to void in struct ColorMap
+0x0004 graphics/view.h: *119
ColorTextFont structure tag size 0x0060 graphics/text.h: *152
ColumnSizeChange char in struct Preferences
+0x00d9 intuition/preferences.h: *115
Command char in struct MenuItem +0x001a intuition/intuition.h: *106
CommandLineInterface structure tag size 0x0040 dos/dosextens.h: *303
Compatibility short int in struct MonitorInfo
+0x002a graphics/displayinfo.h: *119
ConUnit structure tag size 0x0128 devices/conunit.h: *55
ConfigDev structure tag size 0x0044 libraries/configvars.h: *32, 42, 59
ContextNode structure tag size 0x0018 libraries/iffparse.h: *69
CoolCapture pointer to void in struct ExecBase
+0x002e exec/execbase.h: *45
CopIns structure tag size 0x0006 graphics/copper.h: *26, 68, 69
CopIns pointer to struct CopIns in struct CopList

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+0x000c graphics/copper.h: *68
CopLStart      pointer to unsigned short int in struct CopList
+0x0014 graphics/copper.h: *70
CopList        structure tag
size 0x0022 graphics/copper.h: *31, 63, 65, 66, 86, 87
               graphics/view.h: 46, 47, 48
CopList        pointer to struct CopList in struct UCopList
+0x0008 graphics/copper.h: *87
CopPtr         pointer to struct CopIns in struct CopList
+0x0010 graphics/copper.h: *69
CopSStart      pointer to unsigned short int in struct CopList
+0x0018 graphics/copper.h: *71
Count          short int in struct CopList +0x001c graphics/copper.h: *72
Count          unsigned short int in struct ColorMap
+0x0002 graphics/view.h: *118
Count          short int in struct AreaInfo +0x0010 graphics/rastport.h: *29
Count          char in struct Border +0x0007 intuition/intuition.h: *603
CurrentBinding structure tag size 0x0010 libraries/configvars.h: *58
               libraries/expansionbase.h: 53
Custom          structure tag size 0x01e6 hardware/custom.h: *27
CustomBitMap    pointer to struct BitMap in struct NewScreen
+0x001c intuition/screens.h: *332
CustomBitMap    pointer to struct BitMap in struct ExtNewScreen
+0x001c intuition/screens.h: *355
CxCustom        macro (2 arguments)   libraries/commodities.h: *29
CxDebug         macro (1 argument)    libraries/commodities.h: *28
CxFilter        macro (1 argument)    libraries/commodities.h: *23
CxMsg           "LONG" libraries/commodities.h: *76
CxObj           "LONG" libraries/commodities.h: *75
CxSender        macro (2 arguments)   libraries/commodities.h: *25
CxSignal        macro (2 arguments)   libraries/commodities.h: *26
CxTranslate     macro (1 argument)    libraries/commodities.h: *27
CxTypeFilter    macro (1 argument)    libraries/commodities.h: *24
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