

IncludeXREF

COLLABORATORS

	<i>TITLE :</i> IncludeXREF		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 18, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	IncludeXREF	1
1.1	2.0 IncludeXREF: G	1
1.2	2.0 IncludeXREF: H	10
1.3	2.0 IncludeXREF: I	13

Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: G

```

gelHead          pointer to struct VSprite in struct GelsInfo
                  +0x0002 graphics/rastport.h: *46
gelTail          pointer to struct VSprite in struct GelsInfo
                  +0x0006 graphics/rastport.h: *46
genloc           array [4] of unsigned short int in struct copinit
                  +0x005c graphics/copper.h: *100
gi_Domain        struct IBox(size 0x0008 bytes) in struct GadgetInfo
                  +0x0014 intuition/cghooks.h: *49
gi_DrInfo        pointer to struct DrawInfo in struct GadgetInfo
                  +0x001e intuition/cghooks.h: *61
gi_Layer         pointer to struct Layer in struct GadgetInfo
                  +0x0010 intuition/cghooks.h: *38
gi_Pens          struct (no tag) (size 0x0002 bytes) in struct GadgetInfo
                  +0x001c intuition/cghooks.h: *55
gi_RastPort      pointer to struct RastPort in struct GadgetInfo
                  +0x000c intuition/cghooks.h: *37
gi_Requester     pointer to struct Requester in struct GadgetInfo
                  +0x0008 intuition/cghooks.h: *31
gi_Reserved      array [6] of unsigned long int in struct GadgetInfo
                  +0x0022 intuition/cghooks.h: *66
gi_Screen        pointer to struct Screen in struct GadgetInfo
                  +0x0000 intuition/cghooks.h: *29
gi_Window        pointer to struct Window in struct GadgetInfo
                  +0x0004 intuition/cghooks.h: *30
gpGoInactive     structure tag size 0x000c intuition/gadgetclass.h: *231
gpHitTest        structure tag size 0x000c intuition/gadgetclass.h: *176
gpInput          structure tag size 0x0014 intuition/gadgetclass.h: *201
gpRender         structure tag size 0x0010 intuition/gadgetclass.h: *188
gpgi_Abort       unsigned long int in struct gpGoInactive
                  +0x0008 intuition/gadgetclass.h: *236
gpgi_GInfo       pointer to struct GadgetInfo in struct gpGoInactive
                  +0x0004 intuition/gadgetclass.h: *233
gpht_GInfo       pointer to struct GadgetInfo in struct gpHitTest
                  +0x0004 intuition/gadgetclass.h: *178
gpht_Mouse       struct (no tag) (size 0x0004 bytes) in struct gpHitTest
                  +0x0008 intuition/gadgetclass.h: *182
gpi_GInfo        pointer to struct GadgetInfo in struct gpInput
                  +0x0004 intuition/gadgetclass.h: *203

```

```

gpi_IEvent      pointer to struct InputEvent in struct gpInput
+0x0008 intuition/gadgetclass.h: *204
gpi_Mouse       struct (no tag) (size 0x0004 bytes) in struct gpInput
+0x0010 intuition/gadgetclass.h: *209
gpi_Termination pointer to long int in struct gpInput
+0x000c intuition/gadgetclass.h: *205
gpr_GInfo       pointer to struct GadgetInfo in struct gpRender
+0x0004 intuition/gadgetclass.h: *190
gpr_RPort       pointer to struct RastPort in struct gpRender
+0x0008 intuition/gadgetclass.h: *191
gpr_Redraw      long int in struct gpRender
+0x000c intuition/gadgetclass.h: *192
gpt_Keys        unsigned short int in struct GamePortTrigger
+0x0000 devices/gameport.h: *39
gpt_Timeout     unsigned short int in struct GamePortTrigger
+0x0002 devices/gameport.h: *40
gpt_XDelta      unsigned short int in struct GamePortTrigger
+0x0004 devices/gameport.h: *41
gpt_YDelta      unsigned short int in struct GamePortTrigger
+0x0006 devices/gameport.h: *42
gs_Head         struct List(size 0x000e bytes) in struct Layer_Info
+0x0046 graphics/layers.h: *41
GACT_ACTIVEGADGET #define 0x4000 = 0x00004000 intuition/intuition.h: *385
GACT_ALTKEYMAP   #define 0x1000 = 0x00001000 intuition/intuition.h: *372
GACT_BOOLEXTEND  #define 0x2000 = 0x00002000 intuition/intuition.h: *365
GACT_BORDERSNIFF #define 0x8000 = 0x00008000 intuition/intuition.h: *362
GACT_BOTTOMBORDER #define 0x0080 = 0x00000080 intuition/intuition.h: *361
GACT_ENDGADGET   #define 0x0004 = 0x00000004 intuition/intuition.h: *342
GACT_FOLLOWMOUSE #define 0x0008 = 0x00000008 intuition/intuition.h: *352
GACT_IMMEDIATE   #define 0x0002 = 0x00000002 intuition/intuition.h: *336
GACT_LEFTBORDER  #define 0x0020 = 0x00000020 intuition/intuition.h: *359
GACT_LONGINT     #define 0x0800 = 0x00000800 intuition/intuition.h: *371
GACT_RELVERIFY   #define 0x0001 = 0x00000001 intuition/intuition.h: *330
GACT_RIGHTBORDER #define 0x0010 = 0x00000010 intuition/intuition.h: *358
GACT_STRINGCENTER #define 0x0200 = 0x00000200 intuition/intuition.h: *369
GACT_STRINGEXTEND #define 0x2000 = 0x00002000 intuition/intuition.h: *373
GACT_STRINGLEFT  #define 0x0000 = 0x00000000 intuition/intuition.h: *368
GACT_STRINGRIGHT #define 0x0400 = 0x00000400 intuition/intuition.h: *370
GACT_TOGGLESELECT #define 0x0100 = 0x00000100 intuition/intuition.h: *364
GACT_TOPBORDER   #define 0x0040 = 0x00000040 intuition/intuition.h: *360
GADGBACKFILL     #define 0x0001 = 0x00000001 workbench/workbench.h: *111
GADGDISABLED     #define GFLG_DISABLED = 0x00000100
intuition/iobsolete.h: *60
GADGET0002       #define GTYP_GADGET0002 = 0x00000002
intuition/iobsolete.h: *105
GADGETCLASS      #define "gadgetclass" intuition/classusr.h: *47
GADGETCOUNT     #define 8 = 0x00000008 intuition/intuitionbase.h: *46
GADGETDOWN       #define IDCMP_GADGETDOWN = 0x00000020
intuition/iobsolete.h: *119
GADGETTYPE       #define GTYP_GADGETTYPE = 0x0000fc00
intuition/iobsolete.h: *91
GADGETUP         #define IDCMP_GADGETUP = 0x00000040
intuition/iobsolete.h: *120
GADGET_BOX       macro (1 argument) intuition/imageclass.h: *28
GADGHBOX         #define GFLG_GADGHBOX = 0x00000001
intuition/iobsolete.h: *51
GADGHCOMP        #define GFLG_GADGHCOMP = 0x00000000

```

```
intuition/iobsolete.h: *50
GADGHIGHBITS      #define GFLG_GADGHIGHBITS = 0x00000003
intuition/iobsolete.h: *49
GADGHIMAGE        #define GFLG_GADGHIMAGE = 0x00000002
intuition/iobsolete.h: *52
GADGHNONE         #define GFLG_GADGHNONE = 0x00000003
intuition/iobsolete.h: *53
GADGIMAGE         #define GFLG_GADGIMAGE = 0x00000004
intuition/iobsolete.h: *54
GADGIMMEDIATE     #define GACT_IMMEDIATE = 0x00000002
intuition/iobsolete.h: *70
GADTOOLBIT        #define (0x8000) = 0x00008000  libraries/gadtools.h: *55
GADTOOLMASK       #define (~GADTOOLBIT) = 0xffff7fff  libraries/gadtools.h: *57
GA_BORDER         #define GA_Border = 0x8003000b  intuition/iobsolete.h: *190
GA_BOTTOMBORDER   #define GA_BottomBorder = 0x8003001b
intuition/iobsolete.h: *205
GA_Border         #define (GA_Dummy + 0x000B) = 0x8003000b
intuition/gadgetclass.h: *44
GA_BottomBorder   #define (GA_Dummy + 0x001B) = 0x8003001b
intuition/gadgetclass.h: *60
GA_DISABLED       #define GA_Disabled = 0x8003000e  intuition/iobsolete.h: *193
GA_DRAWINFO       #define GA_DrawInfo = 0x80030021  intuition/iobsolete.h: *211
GA_Disabled       #define (GA_Dummy + 0x000E) = 0x8003000e
intuition/gadgetclass.h: *47
GA_DrawInfo       #define (GA_Dummy + 0x0021) = 0x80030021
intuition/gadgetclass.h: *79
GA_Dummy          #define (TAG_USER +0x30000) = 0x80030000
intuition/gadgetclass.h: *33
GA_ENDGADGET      #define GA_EndGadget = 0x80030014
intuition/iobsolete.h: *198
GA_EndGadget      #define (GA_Dummy + 0x0014) = 0x80030014
intuition/gadgetclass.h: *53
GA_FOLLOWMOUSE    #define GA_FollowMouse = 0x80030017
intuition/iobsolete.h: *201
GA_FollowMouse    #define (GA_Dummy + 0x0017) = 0x80030017
intuition/gadgetclass.h: *56
GA_GZZGADGET      #define GA_GZZGadget = 0x8003000f
intuition/iobsolete.h: *194
GA_GZZGadget      #define (GA_Dummy + 0x000F) = 0x8003000f
intuition/gadgetclass.h: *48
GA_HEIGHT         #define GA_Height = 0x80030007  intuition/iobsolete.h: *186
GA_HIGHLIGHT      #define GA_Highlight = 0x8003000d
intuition/iobsolete.h: *192
GA_Height         #define (GA_Dummy + 0x0007) = 0x80030007
intuition/gadgetclass.h: *40
GA_Highlight      #define (GA_Dummy + 0x000D) = 0x8003000d
intuition/gadgetclass.h: *46
GA_ID             #define (GA_Dummy + 0x0010) = 0x80030010
intuition/gadgetclass.h: *49
GA_IMAGE          #define GA_Image = 0x8003000a  intuition/iobsolete.h: *189
GA_IMMEDIATE      #define GA_Immediate = 0x80030015
intuition/iobsolete.h: *199
GA_INTUITEXT      #define GA_IntuiText = 0x80030022
intuition/iobsolete.h: *212
GA_Image          #define (GA_Dummy + 0x000A) = 0x8003000a
intuition/gadgetclass.h: *43
GA_Immediate      #define (GA_Dummy + 0x0015) = 0x80030015
```

```
intuition/gadgetclass.h: *54
GA_IntuiText      #define (GA_Dummy + 0x0022) = 0x80030022
intuition/gadgetclass.h: *85
GA_LABELIMAGE     #define GA_LabelImage = 0x80030023
intuition/iobsolete.h: *213
GA_LEFT          #define GA_Left = 0x80030001  intuition/iobsolete.h: *180
GA_LEFTBORDER    #define GA_LeftBorder = 0x80030019
intuition/iobsolete.h: *203
GA_LabelImage     #define (GA_Dummy + 0x0023) = 0x80030023
intuition/gadgetclass.h: *88
GA_Left          #define (GA_Dummy + 0x0001) = 0x80030001
intuition/gadgetclass.h: *34
GA_LeftBorder    #define (GA_Dummy + 0x0019) = 0x80030019
intuition/gadgetclass.h: *58
GA_NEXT          #define GA_Next = 0x80030020  intuition/iobsolete.h: *210
GA_Next          #define (GA_Dummy + 0x0020) = 0x80030020
intuition/gadgetclass.h: *76
GA_PREVIOUS      #define GA_Previous = 0x8003001f  intuition/iobsolete.h: *209
GA_Previous      #define (GA_Dummy + 0x001F) = 0x8003001f
intuition/gadgetclass.h: *69
GA_RELBOTTOM     #define GA_RelBottom = 0x80030004
intuition/iobsolete.h: *183
GA_RELHEIGHT     #define GA_RelHeight = 0x80030008
intuition/iobsolete.h: *187
GA_RELRIGHT      #define GA_RelRight = 0x80030002  intuition/iobsolete.h: *181
GA_RELVERIFY     #define GA_RelVerify = 0x80030016
intuition/iobsolete.h: *200
GA_RELWIDTH      #define GA_RelWidth = 0x80030006  intuition/iobsolete.h: *185
GA_RIGHTBORDER   #define GA_RightBorder = 0x80030018
intuition/iobsolete.h: *202
GA_RelBottom     #define (GA_Dummy + 0x0004) = 0x80030004
intuition/gadgetclass.h: *37
GA_RelHeight     #define (GA_Dummy + 0x0008) = 0x80030008
intuition/gadgetclass.h: *41
GA_RelRight      #define (GA_Dummy + 0x0002) = 0x80030002
intuition/gadgetclass.h: *35
GA_RelVerify     #define (GA_Dummy + 0x0016) = 0x80030016
intuition/gadgetclass.h: *55
GA_RelWidth      #define (GA_Dummy + 0x0006) = 0x80030006
intuition/gadgetclass.h: *39
GA_RightBorder   #define (GA_Dummy + 0x0018) = 0x80030018
intuition/gadgetclass.h: *57
GA_SELECTED      #define GA_Selected = 0x80030013  intuition/iobsolete.h: *197
GA_SELECTRENDER  #define GA_SelectRender = 0x8003000c
intuition/iobsolete.h: *191
GA_SPECIALINFO   #define GA_SpecialInfo = 0x80030012
intuition/iobsolete.h: *196
GA_SYSGADGET     #define GA_SysGadget = 0x8003001d
intuition/iobsolete.h: *207
GA_SYSGTYPE      #define GA_SysGType = 0x8003001e  intuition/iobsolete.h: *208
GA_SelectRender  #define (GA_Dummy + 0x000C) = 0x8003000c
intuition/gadgetclass.h: *45
GA_Selected      #define (GA_Dummy + 0x0013) = 0x80030013
intuition/gadgetclass.h: *52
GA_SpecialInfo   #define (GA_Dummy + 0x0012) = 0x80030012
intuition/gadgetclass.h: *51
GA_SysGType      #define (GA_Dummy + 0x001E) = 0x8003001e
```

```
intuition/gadgetclass.h: *66
GA_SysGadget      #define (GA_Dummy + 0x001D) = 0x8003001d
intuition/gadgetclass.h: *64
GA_TEXT          #define GA_Text = 0x80030009 intuition/iobsolete.h: *188
GA_TOGGLESELECT  #define GA_ToggleSelect = 0x8003001c
intuition/iobsolete.h: *206
GA_TOP           #define GA_Top = 0x80030003 intuition/iobsolete.h: *182
GA_TOPBORDER     #define GA_TopBorder = 0x8003001a
intuition/iobsolete.h: *204
GA_TabCycle      #define (GA_Dummy + 0x0024) = 0x80030024
intuition/gadgetclass.h: *93
GA_Text          #define (GA_Dummy + 0x0009) = 0x80030009
intuition/gadgetclass.h: *42
GA_ToggleSelect  #define (GA_Dummy + 0x001C) = 0x8003001c
intuition/gadgetclass.h: *61
GA_Top           #define (GA_Dummy + 0x0003) = 0x80030003
intuition/gadgetclass.h: *36
GA_TopBorder     #define (GA_Dummy + 0x001A) = 0x8003001a
intuition/gadgetclass.h: *59
GA_USERDATA      #define GA_UserData = 0x80030011 intuition/iobsolete.h: *195
GA_UserData      #define (GA_Dummy + 0x0011) = 0x80030011
intuition/gadgetclass.h: *50
GA_WIDTH         #define GA_Width = 0x80030005 intuition/iobsolete.h: *184
GA_Width         #define (GA_Dummy + 0x0005) = 0x80030005
intuition/gadgetclass.h: *38
GELGONE          #define 0x0400 = 0x00000400 graphics/gels.h: *29
GENERIC_KIND     #define 0 = 0x00000000 libraries/gadtools.h: *34
GENLOC           #define 2 = 0x00000002 graphics/gfxbase.h: *96
GENLOCK_AUDIO    #define 0x0100 = 0x00000100 graphics/view.h: *95
GENLOCK_VIDEO    #define 0x0002 = 0x00000002 graphics/view.h: *90
GFLG_DISABLED    #define 0x0100 = 0x00000100 intuition/intuition.h: *297
GFLG_GADGHBOX    #define 0x0001 = 0x00000001 intuition/intuition.h: *269
GFLG_GADGHCOMP   #define 0x0000 = 0x00000000 intuition/intuition.h: *268
GFLG_GADGHHIGHBITS #define 0x0003 = 0x00000003 intuition/intuition.h: *267
GFLG_GADGHIMAGE  #define 0x0002 = 0x00000002 intuition/intuition.h: *270
GFLG_GADGHNONE   #define 0x0003 = 0x00000003 intuition/intuition.h: *271
GFLG_GADGIMAGE   #define 0x0004 = 0x00000004 intuition/intuition.h: *276
GFLG_LABELIMAGE  #define 0x2000 = 0x00002000 intuition/intuition.h: *310
GFLG_LABELITEXT  #define 0x0000 = 0x00000000 intuition/intuition.h: *308
GFLG_LABELMASK   #define 0x3000 = 0x00003000 intuition/intuition.h: *307
GFLG_LABELSTRING #define 0x1000 = 0x00001000 intuition/intuition.h: *309
GFLG_RELBOTTOM   #define 0x0008 = 0x00000008 intuition/intuition.h: *286
GFLG_RELHEIGHT   #define 0x0040 = 0x00000040 intuition/intuition.h: *289
GFLG_RELRIGHT    #define 0x0010 = 0x00000010 intuition/intuition.h: *287
GFLG_RELWIDTH    #define 0x0020 = 0x00000020 intuition/intuition.h: *288
GFLG_SELECTED    #define 0x0080 = 0x00000080 intuition/intuition.h: *291
GFLG_STRINGEXTEND #define 0x0400 = 0x00000400 intuition/intuition.h: *323
GFLG_TABCYCLE    #define 0x0200 = 0x00000200 intuition/intuition.h: *315
GFXB_BIG_BLITS   #define 0 = 0x00000000 graphics/gfxbase.h: *103
GFXB_HR_AGNUS    #define 0 = 0x00000000 graphics/gfxbase.h: *104
GFXB_HR_DENISE   #define 1 = 0x00000001 graphics/gfxbase.h: *105
GFXF_BIG_BLITS   #define 1 = 0x00000001 graphics/gfxbase.h: *107
GFXF_HR_AGNUS    #define 1 = 0x00000001 graphics/gfxbase.h: *108
GFXF_HR_DENISE   #define 2 = 0x00000002 graphics/gfxbase.h: *109
GIMMEZEROZERO    #define WFLG_GIMMEZEROZERO = 0x00000400
intuition/iobsolete.h: *158
GLOBAL           #define extern exec/types.h: *20
```



```
GLOBALSZ                #define 200 = 0x000000c8 rexx/storage.h: *185, 188
GMR_GADGETHIT           #define (0x00000004) = 0x00000004
                        intuition/gadgetclass.h: *185
GMR_MEACTIVE            #define (0) = 0x00000000 intuition/gadgetclass.h: *217
GMR_NEXTACTIVE          #define (1 << 4) = 0x00000010 intuition/gadgetclass.h: *227
GMR_NOREUSE             #define (1 << 1) = 0x00000002 intuition/gadgetclass.h: *218
GMR_PREVACTIVE          #define (1 << 5) = 0x00000020 intuition/gadgetclass.h: *228
GMR_REUSE               #define (1 << 2) = 0x00000004 intuition/gadgetclass.h: *219
GMR_VERIFY              #define (1 << 3) = 0x00000008 intuition/gadgetclass.h: *220
GM_Dummy                #define (-1) = 0xffffffff intuition/gadgetclass.h: *164
GM_GOACTIVE             #define (2) = 0x00000002 intuition/gadgetclass.h: *169
GM_GOINACTIVE           #define (4) = 0x00000004 intuition/gadgetclass.h: *171
GM_HANDLEINPUT          #define (3) = 0x00000003 intuition/gadgetclass.h: *170
GM_HITTEST              #define (0) = 0x00000000 intuition/gadgetclass.h: *167
GM_RENDER               #define (1) = 0x00000001 intuition/gadgetclass.h: *168
GPCT_ABSJOYSTICK        #define 3 = 0x00000003 devices/gameport.h: *51
GPCT_ALLOCATED          #define -1 = 0xffffffff devices/gameport.h: *46
GPCT_MOUSE              #define 1 = 0x00000001 devices/gameport.h: *49
GPCT_NOCONTROLLER       #define 0 = 0x00000000 devices/gameport.h: *47
GPCT_RELJOYSTICK        #define 2 = 0x00000002 devices/gameport.h: *50
GPDERR_SETCTYPE         #define 1 = 0x00000001 devices/gameport.h: *55
GPD_ASKCTYPE            #define (CMD_NONSTD+1) = 0x0000000a devices/gameport.h: *25
GPD_ASKTRIGGER          #define (CMD_NONSTD+3) = 0x0000000c devices/gameport.h: *27
GPD_READEVENT           #define (CMD_NONSTD+0) = 0x00000009 devices/gameport.h: *24
GPD_SETCTYPE            #define (CMD_NONSTD+2) = 0x0000000b devices/gameport.h: *26
GPD_SETTRIGGER          #define (CMD_NONSTD+4) = 0x0000000d devices/gameport.h: *28
GPTB_DOWNKEYS           #define 0 = 0x00000000 devices/gameport.h: *33
GPTB_UPKEYS             #define 1 = 0x00000001 devices/gameport.h: *35
GPTF_DOWNKEYS           #define (1<<0) = 0x00000001 devices/gameport.h: *34
GPTF_UPKEYS             #define (1<<1) = 0x00000002 devices/gameport.h: *36
GRAPHICSNAME            #define "graphics.library" graphics/gfxbase.h: *111
GRAPHICS_CLIP_H         #define graphics/clip.h: *2, 1
                        intuition/screens.h: 23
GRAPHICS_COLLIDE_H      #define graphics/collide.h: *2
GRAPHICS_COPPER_H       #define graphics/copper.h: *2, 1
GRAPHICS_DISPLAYINFO_H #define graphics/displayinfo.h: *2
GRAPHICS_DISPLAY_H      #define graphics/display.h: *2
GRAPHICS_GELS_H         #define graphics/gels.h: *2
GRAPHICS_GFXBASE_H      #define graphics/gfxbase.h: *2
GRAPHICS_GFXMACROS_H    #define graphics/gfxmacros.h: *2
GRAPHICS_GFXNODES_H     #define graphics/gfxnodes.h: *2, 1
                        graphics/monitor.h: 19
GRAPHICS_GFX_H          #define graphics/gfx.h: *2, 1
                        graphics/clip.h: 19
                        graphics/view.h: 21
                        graphics/monitor.h: 23
                        graphics/rastport.h: 19
                        graphics/text.h: 19
                        intuition/screens.h: 19
                        graphics/displayinfo.h: 19
                        graphics/regions.h: 19
GRAPHICS_GRAPHINT_H     #define graphics/graphint.h: *2
GRAPHICS_LAYERS_H       #define graphics/layers.h: *2, 1
                        intuition/screens.h: 35
GRAPHICS_MONITOR_H      #define graphics/monitor.h: *2, 1
                        graphics/displayinfo.h: 23
GRAPHICS_RASTPORT_H     #define graphics/rastport.h: *2, 1
```

```
intuition/screens.h: 31
graphics/gfxmacros.h: 19
GRAPHICS_REGIONS_H #define graphics/regions.h: *2
GRAPHICS_SCALE_H #define graphics/scale.h: *2
GRAPHICS_SPRITE_H #define graphics/sprite.h: *2
GRAPHICS_TEXT_H #define graphics/text.h: *2, 1
libraries/asl.h: 40
libraries/diskfont.h: 24
GRAPHICS_VIDEOCONTROL_H #define graphics/videocontrol.h: *2
GRAPHICS_VIEW_H #define graphics/view.h: *2, 1
intuition/screens.h: 27
GREDRAW_REDRAW #define (1) = 0x00000001 intuition/gadgetclass.h: *197
GREDRAW_TOGGLE #define (0) = 0x00000000 intuition/gadgetclass.h: *198
GREDRAW_UPDATE #define (2) = 0x00000002 intuition/gadgetclass.h: *196
GRELBOTTOM #define GFLG_RELBOTTOM = 0x00000008
intuition/iobsolete.h: *55
GRELHEIGHT #define GFLG_RELHEIGHT = 0x00000040
intuition/iobsolete.h: *58
GRELRIGHT #define GFLG_RELRIGHT = 0x00000010
intuition/iobsolete.h: *56
GRELWIDTH #define GFLG_RELWIDTH = 0x00000020
intuition/iobsolete.h: *57
GREY_SCALE2 #define 0x1000 = 0x00001000 intuition/preferences.h: *260
GROUPGCCLASS #define "groupgclass" intuition/classusr.h: *52
GTBB_Recessed #define GT_TagBase+51 = 0x80080033
libraries/gadtools.h: *246
GTCB_Checked #define GT_TagBase+4 = 0x80080004 libraries/gadtools.h: *195
GTCY_Active #define GT_TagBase+15 = 0x8008000f
libraries/gadtools.h: *213
GTCY_Labels #define GT_TagBase+14 = 0x8008000e
libraries/gadtools.h: *212
GTIN_MaxChars #define GT_TagBase+48 = 0x80080030
libraries/gadtools.h: *241
GTIN_Number #define GT_TagBase+47 = 0x8008002f
libraries/gadtools.h: *240
GTLV_Labels #define GT_TagBase+6 = 0x80080006 libraries/gadtools.h: *198
GTLV_ReadOnly #define GT_TagBase+7 = 0x80080007 libraries/gadtools.h: *200
GTLV_ScrollWidth #define GT_TagBase+8 = 0x80080008 libraries/gadtools.h: *201
GTLV_Selected #define GT_TagBase+54 = 0x80080036
libraries/gadtools.h: *254
GTLV_ShowSelected #define GT_TagBase+53 = 0x80080035
libraries/gadtools.h: *252
GTLV_Top #define GT_TagBase+5 = 0x80080005 libraries/gadtools.h: *197
GTMENUITEM_USERDATA macro (1 argument) libraries/gadtools.h: *173
GTMENU_INVALID #define 0x00000002 = 0x00000002 libraries/gadtools.h: *181
GTMENU_NOMEM #define 0x00000003 = 0x00000003 libraries/gadtools.h: *182
GTMENU_TRIMMED #define 0x00000001 = 0x00000001 libraries/gadtools.h: *180
GTMENU_USERDATA macro (1 argument) libraries/gadtools.h: *172
GTMN_FrontPen #define GT_TagBase+50 = 0x80080032
libraries/gadtools.h: *244
GTMN_FullMenu #define GT_TagBase+62 = 0x8008003e
libraries/gadtools.h: *274
GTMN_Menu #define GT_TagBase+60 = 0x8008003c
libraries/gadtools.h: *267
GTMN_SecondaryError #define GT_TagBase+63 = 0x8008003f
libraries/gadtools.h: *276
GTMN_TextAttr #define GT_TagBase+49 = 0x80080031
```

	libraries/gadtools.h: *243
GTMX_Active	#define GT_TagBase+10 = 0x8008000a libraries/gadtools.h: *204
GTMX_Labels	#define GT_TagBase+9 = 0x80080009 libraries/gadtools.h: *203
GTMX_Spacing	#define GT_TagBase+61 = 0x8008003d libraries/gadtools.h: *270
GTNM_Border	#define GT_TagBase+58 = 0x8008003a libraries/gadtools.h: *261
GTNM_Number	#define GT_TagBase+13 = 0x8008000d libraries/gadtools.h: *210
GTNW_Active	#define GTCY_Active = 0x8008000f libraries/gadtools.h: *289
GTNW_Labels	#define GTCY_Labels = 0x8008000e libraries/gadtools.h: *288
GTPA_Color	#define GT_TagBase+17 = 0x80080011 libraries/gadtools.h: *216
GTPA_ColorOffset	#define GT_TagBase+18 = 0x80080012 libraries/gadtools.h: *217
GTPA_Depth	#define GT_TagBase+16 = 0x80080010 libraries/gadtools.h: *215
GTPA_IndicatorHeight	#define GT_TagBase+20 = 0x80080014 libraries/gadtools.h: *219
GTPA_IndicatorWidth	#define GT_TagBase+19 = 0x80080013 libraries/gadtools.h: *218
GTSC_Arrows	#define GT_TagBase+59 = 0x8008003b libraries/gadtools.h: *264
GTSC_Overlap	#define GT_TagBase+24 = 0x80080018 libraries/gadtools.h: *224
GTSC_Top	#define GT_TagBase+21 = 0x80080015 libraries/gadtools.h: *221
GTSC_Total	#define GT_TagBase+22 = 0x80080016 libraries/gadtools.h: *222
GTSC_Visible	#define GT_TagBase+23 = 0x80080017 libraries/gadtools.h: *223
GTSL_DispFunc	#define GT_TagBase+44 = 0x8008002c libraries/gadtools.h: *235
GTSL_Level	#define GT_TagBase+40 = 0x80080028 libraries/gadtools.h: *230
GTSL_LevelFormat	#define GT_TagBase+42 = 0x8008002a libraries/gadtools.h: *232
GTSL_LevelPlace	#define GT_TagBase+43 = 0x8008002b libraries/gadtools.h: *233
GTSL_Max	#define GT_TagBase+39 = 0x80080027 libraries/gadtools.h: *229
GTSL_MaxLevelLen	#define GT_TagBase+41 = 0x80080029 libraries/gadtools.h: *231
GTSL_Min	#define GT_TagBase+38 = 0x80080026 libraries/gadtools.h: *228
GTST_MaxChars	#define GT_TagBase+46 = 0x8008002e libraries/gadtools.h: *238
GTST_String	#define GT_TagBase+45 = 0x8008002d libraries/gadtools.h: *237
GTTX_Border	#define GT_TagBase+57 = 0x80080039 libraries/gadtools.h: *259
GTTX_CopyText	#define GT_TagBase+12 = 0x8008000c libraries/gadtools.h: *208
GTTX_Text	#define GT_TagBase+11 = 0x8008000b libraries/gadtools.h: *206
GTVI_NWTags	#define GT_TagBase+2 = 0x80080002 libraries/gadtools.h: *191

```

GTVI_NewWindow      #define GT_TagBase+1 = 0x80080001  libraries/gadtools.h: *190
GTYPEMASK           #define GTYP_GTYPEMASK = 0x00000007
                    intuition/iobsolete.h: *109
GTYT_BOOLGADGET     #define 0x0001 = 0x00000001  intuition/intuition.h: *410
GTYT_CLOSE          #define 0x0080 = 0x00000080  intuition/intuition.h: *408
GTYT_CUSTOMGADGET   #define 0x0005 = 0x00000005  intuition/intuition.h: *414
GTYT_GADGET0002     #define 0x0002 = 0x00000002  intuition/intuition.h: *411
GTYT_GADGETTYPE     #define 0xFC00 = 0x0000fc00  intuition/intuition.h: *395
GTYT_GTYPEMASK      #define 0x0007 = 0x00000007  intuition/intuition.h: *415
GTYT_GZZGADGET      #define 0x2000 = 0x00002000  intuition/intuition.h: *398
GTYT_PROPGADGET     #define 0x0003 = 0x00000003  intuition/intuition.h: *412
GTYT_REQGADGET      #define 0x1000 = 0x00001000  intuition/intuition.h: *399
GTYT_SCRGADGET      #define 0x4000 = 0x00004000  intuition/intuition.h: *397
GTYT_SDOWNBACK      #define 0x0070 = 0x00000070  intuition/intuition.h: *407
GTYT_SDRAGGING      #define 0x0030 = 0x00000030  intuition/intuition.h: *403
GTYT_SIZING          #define 0x0010 = 0x00000010  intuition/intuition.h: *401
GTYT_STRGADGET      #define 0x0004 = 0x00000004  intuition/intuition.h: *413
GTYT_SUPFRONT       #define 0x0050 = 0x00000050  intuition/intuition.h: *405
GTYT_SYSGADGET      #define 0x8000 = 0x00008000  intuition/intuition.h: *396
GTYT_WDOWNBACK      #define 0x0060 = 0x00000060  intuition/intuition.h: *406
GTYT_WDRAGGING      #define 0x0020 = 0x00000020  intuition/intuition.h: *402
GTYT_WUPFRONT       #define 0x0040 = 0x00000040  intuition/intuition.h: *404
GT_Private0         #define GT_TagBase+3 = 0x80080003  libraries/gadtools.h: *193
GT_Reserved0        #define GT_TagBase+55 = 0x80080037
                    libraries/gadtools.h: *255
GT_Reserved1        #define GT_TagBase+56 = 0x80080038
                    libraries/gadtools.h: *256
GT_TagBase          #define TAG_USER + 0x80000 = 0x80080000
                    libraries/gadtools.h: *188
GT_Underscore       #define GT_TagBase+64 = 0x80080040
                    libraries/gadtools.h: *279
GT_VisualInfo       #define GT_TagBase+52 = 0x80080034
                    libraries/gadtools.h: *248
GVB_BINARY_VAR      #define 10 = 0x0000000a  dos/var.h: *53
GVB_GLOBAL_ONLY     #define 8 = 0x00000008  dos/var.h: *49
GVB_LOCAL_ONLY      #define 9 = 0x00000009  dos/var.h: *51
GVF_BINARY_VAR      #define 0x400 = 0x00000400  dos/var.h: *54
GVF_GLOBAL_ONLY     #define 0x100 = 0x00000100  dos/var.h: *50
GVF_LOCAL_ONLY      #define 0x200 = 0x00000200  dos/var.h: *52
GZZGADGET           #define GTYP_GZZGADGET = 0x00002000
                    intuition/iobsolete.h: *94
GZZHeight           short int in struct Window +0x0072 intuition/intuition.h: *881
GZZMouseX           short int in struct Window +0x006c intuition/intuition.h: *875
GZZMouseY           short int in struct Window +0x006e intuition/intuition.h: *876
GZZWidth            short int in struct Window +0x0070 intuition/intuition.h: *880
Gadget              structure tag
                    size 0x002c intuition/intuition.h: *153, 216, 218, 841, 990,
                                1052
                                intuition/screens.h: 135, 324, 354
                                intuition/sghooks.h: 35
                                workbench/workbench.h: 65
Gadget              pointer to struct Gadget in struct SGWork
                    +0x0000 intuition/sghooks.h: *35
GadgetID            unsigned short int in struct Gadget
                    +0x0026 intuition/intuition.h: *260
GadgetInfo          structure tag size 0x003a intuition/cghooks.h: *27
                    intuition/classusr.h: 81, 91

```

```

        intuition/gadgetclass.h: 178, 190, 203, 233
        intuition/sghooks.h: 49
GadgetInfo    pointer to struct GadgetInfo in struct SGWork
+0x0026 intuition/sghooks.h: *49
GadgetRender  pointer to void in struct Gadget
+0x0012 intuition/intuition.h: *233
GadgetText    pointer to struct IntuiText in struct Gadget
+0x001a intuition/intuition.h: *240
GadgetType    unsigned short int in struct Gadget
+0x0010 intuition/intuition.h: *227
Gadgets       pointer to struct Gadget in struct NewScreen
+0x0018 intuition/screens.h: *324
Gadgets       pointer to struct Gadget in struct ExtNewScreen
+0x0018 intuition/screens.h: *354
GamePortTrigger structure tag size 0x0008 devices/gameport.h: *38
GelsInfo      structure tag size 0x0026 graphics/rastport.h: *41, 63
GelsInfo      pointer to struct GelsInfo in struct RastPort
+0x0014 graphics/rastport.h: *63
GfxBase       structure tag size 0x01a6 graphics/gfxbase.h: *25
Green         unsigned short int in struct ColorSpec
+0x0004 intuition/intuition.h: *1244

```

1.2 2.0 IncludeXREF: H

```

h_Data        pointer to void in struct Hook +0x0010 utility/hooks.h: *28
h_Entry       pointer to function returning unsigned long int in struct
Hook
+0x0008 utility/hooks.h: *26
h_MinNode     struct MinNode(size 0x0008 bytes) in struct Hook
+0x0000 utility/hooks.h: *25
h_SubEntry    pointer to function returning unsigned long int in struct
Hook
+0x000c utility/hooks.h: *27
hash_table    pointer to long int in struct GfxBase
+0x015a graphics/gfxbase.h: *76
hblank        struct AnalogSignalInterval(size 0x0004 bytes) in struct
SpecialMonitor
+0x002a graphics/monitor.h: *150
hbstop        unsigned short int in struct Custom
+0x01c6 hardware/custom.h: *126
hbstrt        unsigned short int in struct Custom
+0x01c4 hardware/custom.h: *125
hcenter       unsigned short int in struct Custom
+0x01e2 hardware/custom.h: *140
hedley        array [8] of unsigned long int in struct GfxBase
+0x00f4 graphics/gfxbase.h: *70
hedley_count  short int in struct GfxBase +0x0154 graphics/gfxbase.h: *73
hedley_flags  unsigned short int in struct GfxBase
+0x0156 graphics/gfxbase.h: *74
hedley_hint   unsigned char in struct GfxBase
+0x0162 graphics/gfxbase.h: *79
hedley_hint2  unsigned char in struct GfxBase
+0x0163 graphics/gfxbase.h: *80
hedley_sprites array [8] of unsigned long int in struct GfxBase
+0x0114 graphics/gfxbase.h: *71

```

```

hedley_sprites1 array [8] of unsigned long int in struct GfxBase
+0x0134 graphics/gfxbase.h: *72
hedley_tmp      short int in struct GfxBase +0x0158 graphics/gfxbase.h: *75
height          unsigned char in struct mouth_rb
+0x0059 devices/narrator.h: *131
height          unsigned short int in struct SimpleSprite
+0x0004 graphics/sprite.h: *24
hhposr          unsigned short int in struct Custom
+0x01da hardware/custom.h: *136
hhposw          unsigned short int in struct Custom
+0x01d8 hardware/custom.h: *135
hifillPen       #define FILLPEN = 0x00000005 intuition/iobsolete.h: *266
hifilltextPen   #define FILLTEXTPEN = 0x00000006 intuition/iobsolete.h: *267
hilighttextPen  #define HIGHLIGHTTEXTPEN = 0x00000008
intuition/iobsolete.h: *269
hour            unsigned short int in struct ClockData
+0x0004 utility/date.h: *22
hsstop          unsigned short int in struct Custom
+0x01c2 hardware/custom.h: *124
hsstrt          unsigned short int in struct Custom
+0x01de hardware/custom.h: *138
hsync           struct AnalogSignalInterval(size 0x0004 bytes) in struct
SpecialMonitor
+0x0032 graphics/monitor.h: *152
htotal          unsigned short int in struct Custom
+0x01c0 hardware/custom.h: *123
HALFTONE_DITHERING #define 0x0200 = 0x00000200 intuition/preferences.h: *256
HAM             #define 0x0800 = 0x00000800 graphics/view.h: *97
HAMLACE_KEY     #define 0x00000804 = 0x00000804 graphics/displayinfo.h: *162
HAM_KEY         #define 0x00000800 = 0x00000800 graphics/displayinfo.h: *158
HARDWARE_ADKBITS_H #define hardware/adkbits.h: *2
HARDWARE_BLIT_H  #define hardware/blit.h: *2
HARDWARE_CIA_H   #define hardware/cia.h: *2
HARDWARE_CUSTOM_H #define hardware/custom.h: *2, 1
HARDWARE_DMABITS_H #define hardware/dmabits.h: *2
HARDWARE_INTBITS_H #define hardware/intbits.h: *2
HASZOOM          #define WFLG_HASZOOM = 0x20000000
intuition/iobsolete.h: *172
HD_SCSICMD      #define 28 = 0x0000001c devices/scsidisk.h: *68
HFERR_BadStatus #define 45 = 0x0000002d devices/scsidisk.h: *114
HFERR_DMA       #define 41 = 0x00000029 devices/scsidisk.h: *110
HFERR_NoBoard   #define 50 = 0x00000032 devices/scsidisk.h: *117
HFERR_Parity    #define 43 = 0x0000002b devices/scsidisk.h: *112
HFERR_Phase     #define 42 = 0x0000002a devices/scsidisk.h: *111
HFERR_SelTimeout #define 44 = 0x0000002c devices/scsidisk.h: *113
HFERR_SelfUnit  #define 40 = 0x00000028 devices/scsidisk.h: *109
HIGHBOX         #define 0x0080 = 0x00000080 intuition/intuition.h: *128
HIGHCOMP        #define 0x0040 = 0x00000040 intuition/intuition.h: *127
HIGHFLAGS       #define 0x00C0 = 0x000000c0 intuition/intuition.h: *125
HIGHIMAGE       #define 0x0000 = 0x00000000 intuition/intuition.h: *126
HIGHITEM        #define 0x2000 = 0x00002000 intuition/intuition.h: *136
HIGHLIGHTTEXTPEN #define (0x0008) = 0x00000008 intuition/screens.h: *90
HIGNONE         #define 0x00C0 = 0x000000c0 intuition/intuition.h: *129
HIRES           #define 0x8000 = 0x00008000 graphics/view.h: *101
HIRESDPF2_KEY   #define 0x00008440 = 0x00008440 graphics/displayinfo.h: *170
HIRESDPF_KEY    #define 0x00008400 = 0x00008400 graphics/displayinfo.h: *164
HIRESGADGET     #define 0 = 0x00000000 intuition/intuitionbase.h: *43

```

```

HIRESLACEDPF2_KEY #define 0x00008444 = 0x00008444
                    graphics/displayinfo.h: *173
HIRESLACEDPF_KEY #define 0x00008404 = 0x00008404  graphics/displayinfo.h: *167
HIRESLACE_KEY    #define 0x00008004 = 0x00008004  graphics/displayinfo.h: *160
HIRESLICK        #define 0x0000 = 0x00000000  intuition/intuitionbase.h: *36
HIRES_KEY        #define 0x00008000 = 0x00008000  graphics/displayinfo.h: *156
HOLDNMODIFY      #define 0x800 = 0x00000800  graphics/display.h: *23
HP_LASERJET      #define 0x0B = 0x0000000b  intuition/preferences.h: *204
HP_LASERJET_PLUS #define 0x0C = 0x0000000c  intuition/preferences.h: *205
HPotRes          unsigned short int in struct PropInfo
                    +0x000e intuition/intuition.h: *490
HSIZEBITS        #define 6 = 0x00000006  hardware/blit.h: *15
HSIZEMASK        #define 0x3f = 0x0000003f  hardware/blit.h: *17
HSYNCTRUE        #define 0x0001 = 0x00000001  hardware/custom.h: *159
HUNK_BREAK       #define 1014 = 0x000003f6  dos/doshunks.h: *31
HUNK_BSS         #define 1003 = 0x000003eb  dos/doshunks.h: *20
HUNK_CODE        #define 1001 = 0x000003e9  dos/doshunks.h: *18
HUNK_DATA        #define 1002 = 0x000003ea  dos/doshunks.h: *19
HUNK_DEBUG       #define 1009 = 0x000003f1  dos/doshunks.h: *26
HUNK_DREL16      #define 1016 = 0x000003f8  dos/doshunks.h: *34
HUNK_DREL32      #define 1015 = 0x000003f7  dos/doshunks.h: *33
HUNK_DREL8       #define 1017 = 0x000003f9  dos/doshunks.h: *35
HUNK_END         #define 1010 = 0x000003f2  dos/doshunks.h: *27
HUNK_EXT         #define 1007 = 0x000003ef  dos/doshunks.h: *24
HUNK_HEADER      #define 1011 = 0x000003f3  dos/doshunks.h: *28
HUNK_INDEX       #define 1019 = 0x000003fb  dos/doshunks.h: *38
HUNK_LIB         #define 1018 = 0x000003fa  dos/doshunks.h: *37
HUNK_NAME        #define 1000 = 0x000003e8  dos/doshunks.h: *17
HUNK_OVERLAY     #define 1013 = 0x000003f5  dos/doshunks.h: *30
HUNK_RELOC16     #define 1005 = 0x000003ed  dos/doshunks.h: *22
HUNK_RELOC32     #define 1004 = 0x000003ec  dos/doshunks.h: *21
HUNK_RELOC8      #define 1006 = 0x000003ee  dos/doshunks.h: *23
HUNK_SYMBOL      #define 1008 = 0x000003f0  dos/doshunks.h: *25
HUNK_UNIT        #define 999 = 0x000003e7  dos/doshunks.h: *16
HWAITPOS         #define u3.u4.u2.HWaitPos  graphics/copper.h: *51
HWaitPos         short int in union (no tag) +0x0000 graphics/copper.h: *41
HeadComp         pointer to struct AnimComp in struct AnimOb
                    +0x0024 graphics/gels.h: *222
HeadOb           pointer to struct AnimOb in struct AnimComp
                    +0x001e graphics/gels.h: *195
Header           struct QueryHeader(size 0x0010 bytes) in struct DisplayInfo
                    +0x0000 graphics/displayinfo.h: *52
Header           struct QueryHeader(size 0x0010 bytes) in struct DimensionInfo
                    +0x0000 graphics/displayinfo.h: *94
Header           struct QueryHeader(size 0x0010 bytes) in struct MonitorInfo
                    +0x0000 graphics/displayinfo.h: *111
Header           struct QueryHeader(size 0x0010 bytes) in struct NameInfo
                    +0x0000 graphics/displayinfo.h: *134
Height           short int in struct Layer +0x0088 graphics/clip.h: *57
Height           short int in struct Menu +0x000a intuition/intuition.h: *66
Height           short int in struct MenuItem
                    +0x000a intuition/intuition.h: *94
Height           short int in struct Requester
                    +0x000a intuition/intuition.h: *150
Height           short int in struct Gadget +0x000a intuition/intuition.h: *221
Height           short int in struct Image +0x0006 intuition/intuition.h: *624
Height           short int in struct IBox +0x0006 intuition/intuition.h: *787

```

```

Height          short int in struct Window +0x000a intuition/intuition.h: *800
Height          short int in struct NewWindow
+0x0006 intuition/intuition.h: *977
Height          short int in struct ExtNewWindow
+0x0006 intuition/intuition.h: *1047
Height          short int in struct Screen +0x000e intuition/screens.h: *104
Height          short int in struct NewScreen
+0x0006 intuition/screens.h: *312
Height          short int in struct ExtNewScreen
+0x0006 intuition/screens.h: *348
Height          short int in struct VSprite +0x001a graphics/gels.h: *98
Height          short int in struct (no tag)
+0x0002 intuition/imageclass.h: *166
Height          short int in struct (no tag)
+0x0002 intuition/imageclass.h: *183
Height          short int in struct (no tag)
+0x0002 intuition/imageclass.h: *198
HitMask         short int in struct VSprite +0x0022 graphics/gels.h: *103
Hook            structure tag size 0x0014 utility/hooks.h: *24
               graphics/clip.h: 53
               dos/exall.h: 63
               intuition/classes.h: 29
               intuition/sghooks.h: 27
HorizBody       unsigned short int in struct PropInfo
+0x0006 intuition/intuition.h: *484
HorizPot        unsigned short int in struct PropInfo
+0x0002 intuition/intuition.h: *464

```

1.3 2.0 IncludeXREF: I

```

id_BytesPerBlock long int in struct InfoData +0x0014 dos/dos.h: *125
id_DiskState     long int in struct InfoData +0x0008 dos/dos.h: *122
id_DiskType     long int in struct InfoData +0x0018 dos/dos.h: *126
id_InUse        long int in struct InfoData +0x0020 dos/dos.h: *128
id_NumBlocks    long int in struct InfoData +0x000c dos/dos.h: *123
id_NumBlocksUsed long int in struct InfoData +0x0010 dos/dos.h: *124
id_NumSoftErrors long int in struct InfoData +0x0000 dos/dos.h: *120
id_UnitNumber   long int in struct InfoData +0x0004 dos/dos.h: *121
id_VolumeNode   long int in struct InfoData +0x001c dos/dos.h: *127
ie_Class        unsigned char in struct InputEvent
+0x0004 devices/inputevent.h: *201
ie_Code         unsigned short int in struct InputEvent
+0x0006 devices/inputevent.h: *203
ie_EventAddress #define ie_position.ie_addr devices/inputevent.h: *223
ie_NextEvent    pointer to struct InputEvent in struct InputEvent
+0x0000 devices/inputevent.h: *200
ie_Prev1DownCode #define ie_position.ie_dead.ie_prev1DownCode
               devices/inputevent.h: *224
ie_Prev1DownQual #define ie_position.ie_dead.ie_prev1DownQual
               devices/inputevent.h: *225
ie_Prev2DownCode #define ie_position.ie_dead.ie_prev2DownCode
               devices/inputevent.h: *226
ie_Prev2DownQual #define ie_position.ie_dead.ie_prev2DownQual
               devices/inputevent.h: *227
ie_Qualifier    unsigned short int in struct InputEvent

```



```

+0x0008 devices/inputevent.h: *204
ie_SubClass      unsigned char in struct InputEvent
+0x0005 devices/inputevent.h: *202
ie_TimeStamp     struct timeval(size 0x0008 bytes) in struct InputEvent
+0x000e devices/inputevent.h: *218
ie_X             #define ie_position.ie_xy.ie_x  devices/inputevent.h: *221
ie_Y             #define ie_position.ie_xy.ie_y  devices/inputevent.h: *222
ie_addr          pointer to void in union (no tag)
+0x0000 devices/inputevent.h: *210
ie_dead          struct (no tag) (size 0x0004 bytes) in union (no tag)
+0x0000 devices/inputevent.h: *216
ie_position      union (no tag) (size 0x0004 bytes) in struct InputEvent
+0x000a devices/inputevent.h: *217
ie_prev1DownCode unsigned char in struct (no tag)
+0x0000 devices/inputevent.h: *212
ie_prev1DownQual unsigned char in struct (no tag)
+0x0001 devices/inputevent.h: *213
ie_prev2DownCode unsigned char in struct (no tag)
+0x0002 devices/inputevent.h: *214
ie_prev2DownQual unsigned char in struct (no tag)
+0x0003 devices/inputevent.h: *215
ie_x             short int in struct (no tag)
+0x0000 devices/inputevent.h: *207
ie_xy            struct (no tag) (size 0x0004 bytes) in union (no tag)
+0x0000 devices/inputevent.h: *209
ie_y            short int in struct (no tag)
+0x0002 devices/inputevent.h: *208
iepp_Position    struct (no tag) (size 0x0004 bytes) in struct IEPainterPixel
+0x0004 devices/inputevent.h: *93
iepp_Screen      pointer to struct Screen in struct IEPainterPixel
+0x0000 devices/inputevent.h: *89
iept_Pressure    short int in struct IEPainterTablet
+0x0008 devices/inputevent.h: *118
iept_Range       struct (no tag) (size 0x0004 bytes) in struct IEPainterTablet
+0x0000 devices/inputevent.h: *112
iept_Value       struct (no tag) (size 0x0004 bytes) in struct IEPainterTablet
+0x0004 devices/inputevent.h: *116
iff_Depth        long int in struct IFFHandle +0x0008 libraries/iffparse.h: *38
iff_Flags        unsigned long int in struct IFFHandle
+0x0004 libraries/iffparse.h: *37
iff_Stream       unsigned long int in struct IFFHandle
+0x0000 libraries/iffparse.h: *36
impDraw          structure tag size 0x0018 intuition/imageclass.h: *152
impErase         structure tag (size 0x0010 bytes) in struct impErase
                 intuition/imageclass.h: *172
impFrameBox      structure tag size 0x0014 intuition/imageclass.h: *139
impHitTest       structure tag (size 0x000c bytes) in struct impHitTest
                 intuition/imageclass.h: *188
imp_ContentsBox  pointer to struct IBox in struct impFrameBox
+0x0004 intuition/imageclass.h: *141
imp_Dimensions   struct (no tag) (size 0x0004 bytes) in struct impDraw
+0x0014 intuition/imageclass.h: *167
imp_Dimensions   struct (no tag) (size 0x0004 bytes) in struct impErase
+0x000c intuition/imageclass.h: *184
imp_Dimensions   struct (no tag) (size 0x0004 bytes) in struct impHitTest
+0x0008 intuition/imageclass.h: *199
imp_DrInfo       pointer to struct DrawInfo in struct impFrameBox

```

```

+0x000c intuition/imageclass.h: *143
imp_DrInfo      pointer to struct DrawInfo in struct impDraw
+0x0010 intuition/imageclass.h: *161
imp_FrameBox    pointer to struct IBox in struct impFrameBox
+0x0008 intuition/imageclass.h: *142
imp_FrameFlags  unsigned long int in struct impFrameBox
+0x0010 intuition/imageclass.h: *144
imp_Offset      struct (no tag) (size 0x0004 bytes) in struct impDraw
+0x0008 intuition/imageclass.h: *158
imp_Offset      struct (no tag) (size 0x0004 bytes) in struct impErase
+0x0008 intuition/imageclass.h: *178
imp_Point       struct (no tag) (size 0x0004 bytes) in struct impHitTest
+0x0004 intuition/imageclass.h: *193
imp_RPort       pointer to struct RastPort in struct impDraw
+0x0004 intuition/imageclass.h: *154
imp_RPort       pointer to struct RastPort in struct impErase
+0x0004 intuition/imageclass.h: *174
imp_State       unsigned long int in struct impDraw
+0x000c intuition/imageclass.h: *160
intena          unsigned short int in struct Custom
+0x009a hardware/custom.h: *94
intenar         unsigned short int in struct Custom
+0x001c hardware/custom.h: *42
intreq          unsigned short int in struct Custom
+0x009c hardware/custom.h: *95
intreqr         unsigned short int in struct Custom
+0x001e hardware/custom.h: *43
io_Actual       unsigned long int in struct IOStdReq +0x0020 exec/io.h: *36
io_Actual       unsigned long int in struct IOClipReq
+0x0020 devices/clipboard.h: *50
io_Baud         unsigned long int in struct IOExtSer
+0x003c devices/serial.h: *65
io_BrkTime      unsigned long int in struct IOExtSer
+0x0040 devices/serial.h: *66
io_ClipID       long int in struct IOClipReq +0x0030 devices/clipboard.h: *54
io_ColorMap     pointer to struct ColorMap in struct IODRPRReq
+0x0024 devices/printer.h: *164
io_Command      unsigned short int in struct IORequest +0x001c exec/io.h: *24
io_Command      unsigned short int in struct IOStdReq +0x001c exec/io.h: *33
io_Command      unsigned short int in struct IOClipReq
+0x001c devices/clipboard.h: *47
io_Command      unsigned short int in struct IOPrtCmdReq
+0x001c devices/printer.h: *146
io_Command      unsigned short int in struct IODRPRReq
+0x001c devices/printer.h: *160
io_CtlChar      unsigned long int in struct IOExtSer
+0x0030 devices/serial.h: *62
io_Data         pointer to void in struct IOStdReq +0x0028 exec/io.h: *38
io_Data         pointer to unsigned char in struct IOClipReq
+0x0028 devices/clipboard.h: *52
io_DestCols     long int in struct IODRPRReq +0x0034 devices/printer.h: *170
io_DestRows     long int in struct IODRPRReq +0x0038 devices/printer.h: *171
io_Device       pointer to struct Device in struct IORequest
+0x0014 exec/io.h: *22
io_Device       pointer to struct Device in struct IOStdReq
+0x0014 exec/io.h: *31
io_Device       pointer to struct Device in struct IOClipReq

```

```

+0x0014 devices/clipboard.h: *45
io_Device      pointer to struct Device in struct IOPrtCmdReq
+0x0014 devices/printer.h: *144
io_Device      pointer to struct Device in struct IODRPReq
+0x0014 devices/printer.h: *158
io_Error       char in struct IORequest +0x001f exec/io.h: *26
io_Error       char in struct IOStdReq +0x001f exec/io.h: *35
io_Error       char in struct IOClipReq +0x001f devices/clipboard.h: *49
io_Error       char in struct IOPrtCmdReq +0x001f devices/printer.h: *148
io_Error       char in struct IODRPReq +0x001f devices/printer.h: *162
io_ExtFlags    unsigned long int in struct IOExtSer
+0x0038 devices/serial.h: *64
io_Flags       unsigned char in struct IORequest +0x001e exec/io.h: *25
io_Flags       unsigned char in struct IOStdReq +0x001e exec/io.h: *34
io_Flags       unsigned char in struct IOClipReq
+0x001e devices/clipboard.h: *48
io_Flags       unsigned char in struct IOPrtCmdReq
+0x001e devices/printer.h: *147
io_Flags       unsigned char in struct IODRPReq
+0x001e devices/printer.h: *161
io_Length      unsigned long int in struct IOStdReq +0x0024 exec/io.h: *37
io_Length      unsigned long int in struct IOClipReq
+0x0024 devices/clipboard.h: *51
io_Message     struct Message(size 0x0014 bytes) in struct IORequest
+0x0000 exec/io.h: *21
io_Message     struct Message(size 0x0014 bytes) in struct IOStdReq
+0x0000 exec/io.h: *30
io_Message     struct Message(size 0x0014 bytes) in struct IOClipReq
+0x0000 devices/clipboard.h: *44
io_Message     struct Message(size 0x0014 bytes) in struct IOPrtCmdReq
+0x0000 devices/printer.h: *143
io_Message     struct Message(size 0x0014 bytes) in struct IODRPReq
+0x0000 devices/printer.h: *157
io_Modes       unsigned long int in struct IODRPReq
+0x0028 devices/printer.h: *165
io_Offset      unsigned long int in struct IOStdReq +0x002c exec/io.h: *39
io_Offset      unsigned long int in struct IOClipReq
+0x002c devices/clipboard.h: *53
io_PExtFlags    unsigned long int in struct IOExtPar
+0x0030 devices/parallel.h: *52
io_PTermArray  struct IOPArray(size 0x0008 bytes) in struct IOExtPar
+0x0036 devices/parallel.h: *55
io_ParFlags    unsigned char in struct IOExtPar
+0x0035 devices/parallel.h: *54
io_Parm0       unsigned char in struct IOPrtCmdReq
+0x0022 devices/printer.h: *150
io_Parm1       unsigned char in struct IOPrtCmdReq
+0x0023 devices/printer.h: *151
io_Parm2       unsigned char in struct IOPrtCmdReq
+0x0024 devices/printer.h: *152
io_Parm3       unsigned char in struct IOPrtCmdReq
+0x0025 devices/printer.h: *153
io_PrtCommand  unsigned short int in struct IOPrtCmdReq
+0x0020 devices/printer.h: *149
io_RBufLen     unsigned long int in struct IOExtSer
+0x0034 devices/serial.h: *63
io_RastPort    pointer to struct RastPort in struct IODRPReq

```

```

+0x0020 devices/printer.h: *163
io_ReadLen      unsigned char in struct IOExtSer +0x004c devices/serial.h: *68
io_SerFlags     unsigned char in struct IOExtSer +0x004f devices/serial.h: *71
io_Special      unsigned short int in struct IODRPReq
+0x003c devices/printer.h: *172
io_SrcHeight    unsigned short int in struct IODRPReq
+0x0032 devices/printer.h: *169
io_SrcWidth     unsigned short int in struct IODRPReq
+0x0030 devices/printer.h: *168
io_SrcX         unsigned short int in struct IODRPReq
+0x002c devices/printer.h: *166
io_SrcY         unsigned short int in struct IODRPReq
+0x002e devices/printer.h: *167
io_Status       unsigned char in struct IOExtPar
+0x0034 devices/parallel.h: *53
io_Status       unsigned short int in struct IOExtSer
+0x0050 devices/serial.h: *72
io_StopBits     unsigned char in struct IOExtSer +0x004e devices/serial.h: *70
io_TermArray    struct IOTArray(size 0x0008 bytes) in struct IOExtSer
+0x0044 devices/serial.h: *67
io_Unit         pointer to struct Unit in struct IORequest
+0x0018 exec/io.h: *23
io_Unit         pointer to struct Unit in struct IOStdReq
+0x0018 exec/io.h: *32
io_Unit         pointer to struct ClipboardUnitPartial in struct IOClipReq
+0x0018 devices/clipboard.h: *46
io_Unit         pointer to struct Unit in struct IOPrtCmdReq
+0x0018 devices/printer.h: *145
io_Unit         pointer to struct Unit in struct IODRPReq
+0x0018 devices/printer.h: *159
io_WriteLen     unsigned char in struct IOExtSer +0x004d devices/serial.h: *69
ioa_AllocKey    short int in struct IOAudio +0x0020 devices/audio.h: *49
ioa_Cycles      unsigned short int in struct IOAudio
+0x002e devices/audio.h: *54
ioa_Data        pointer to unsigned char in struct IOAudio
+0x0022 devices/audio.h: *50
ioa_Length      unsigned long int in struct IOAudio
+0x0026 devices/audio.h: *51
ioa_Period      unsigned short int in struct IOAudio
+0x002a devices/audio.h: *52
ioa_Request     struct IORequest(size 0x0020 bytes) in struct IOAudio
+0x0000 devices/audio.h: *48
ioa_Volume      unsigned short int in struct IOAudio
+0x002c devices/audio.h: *53
ioa_WriteMsg    struct Message(size 0x0014 bytes) in struct IOAudio
+0x0030 devices/audio.h: *55
iobArea         array [204] of char in struct IoBuff
+0x0034 rexx/rexxio.h: *32
iobBct         long int in struct IoBuff +0x0030 rexx/rexxio.h: *31
iobDFH         long int in struct IoBuff +0x0028 rexx/rexxio.h: *29
iobLock        pointer to void in struct IoBuff +0x002c rexx/rexxio.h: *30
iobNode        struct RextRsrc(size 0x0020 bytes) in struct IoBuff
+0x0000 rexx/rexxio.h: *26
iobRct         long int in struct IoBuff +0x0024 rexx/rexxio.h: *28
iobRpt         pointer to void in struct IoBuff +0x0020 rexx/rexxio.h: *27
iotd_Count     unsigned long int in struct IOExtTD
+0x0030 devices/trackdisk.h: *121

```

```

iotd_Req      struct IOStdReq(size 0x0030 bytes) in struct IOExtTD
               +0x0000 devices/trackdisk.h: *120
iotd_SecLabel  unsigned long int in struct IOExtTD
               +0x0034 devices/trackdisk.h: *122
is_Code       pointer to function returning void in struct Interrupt
               +0x0012 exec/interrupts.h: *27
is_Data       pointer to void in struct Interrupt
               +0x000e exec/interrupts.h: *26
is_Node       struct Node(size 0x000e bytes) in struct Interrupt
               +0x0000 exec/interrupts.h: *25
is_Node       struct Node(size 0x000e bytes) in struct Isrvstr
               +0x0000 graphics/graphint.h: *22
itof          macro (1 argument)   libraries/mathffp.h: *33
               libraries/mathieeedp.h: *33
iv_Code       pointer to function returning void in struct IntVector
               +0x0004 exec/interrupts.h: *33
iv_Data       pointer to void in struct IntVector
               +0x0000 exec/interrupts.h: *32
iv_Node       pointer to struct Node in struct IntVector
               +0x0008 exec/interrupts.h: *34
ix_Class      unsigned char in struct InputXpression
               +0x0001 libraries/commodities.h: *175
ix_Code       unsigned short int in struct InputXpression
               +0x0002 libraries/commodities.h: *177
ix_CodeMask   unsigned short int in struct InputXpression
               +0x0004 libraries/commodities.h: *179
ix_QualMask   unsigned short int in struct InputXpression
               +0x0008 libraries/commodities.h: *185
ix_QualSame   unsigned short int in struct InputXpression
               +0x000a libraries/commodities.h: *189
ix_Qualifier  unsigned short int in struct InputXpression
               +0x0006 libraries/commodities.h: *183
ix_Version    unsigned char in struct InputXpression
               +0x0000 libraries/commodities.h: *174
IA_APATSIZE   #define IA_APatSize = 0x80020011 intuition/iobsolete.h: *246
IA_APATTERN   #define IA_APattern = 0x80020010 intuition/iobsolete.h: *245
IA_APatSize   #define (IA_Dummy + 0x11) = 0x80020011
               intuition/imageclass.h: *63
IA_APattern   #define (IA_Dummy + 0x10) = 0x80020010
               intuition/imageclass.h: *62
IA_BGPEN      #define IA_BGPen = 0x80020006 intuition/iobsolete.h: *240
IA_BGPen      #define (IA_Dummy + 0x06) = 0x80020006
               intuition/imageclass.h: *41
IA_DATA       #define IA_Data = 0x80020007 intuition/iobsolete.h: *241
IA_DOUBLEEMBOSS #define IA_DoubleEmboss = 0x80020016
               intuition/iobsolete.h: *251
IA_Data       #define (IA_Dummy + 0x07) = 0x80020007
               intuition/imageclass.h: *43
IA_DoubleEmboss #define (IA_Dummy + 0x16) = 0x80020016
               intuition/imageclass.h: *68
IA_Dummy      #define (TAG_USER + 0x20000) = 0x80020000
               intuition/imageclass.h: *34
IA_EDGESONLY   #define IA_EdgesOnly = 0x80020017
               intuition/iobsolete.h: *252
IA_EdgesOnly   #define (IA_Dummy + 0x17) = 0x80020017
               intuition/imageclass.h: *69
IA_FGPEN      #define IA_FGPen = 0x80020005 intuition/iobsolete.h: *239

```

```

IA_FGPen      #define (IA_Dummy + 0x05) = 0x80020005
               intuition/imageclass.h: *39
IA_FONT       #define IA_Font = 0x80020013  intuition/iobsolete.h: *248
IA_Font       #define (IA_Dummy + 0x13) = 0x80020013
               intuition/imageclass.h: *65
IA_HEIGHT     #define IA_Height = 0x80020004  intuition/iobsolete.h: *238
IA_HIGHLIGHTPEN #define IA_HighlightPen = 0x8002000a
               intuition/iobsolete.h: *254
IA_Height     #define (IA_Dummy + 0x04) = 0x80020004
               intuition/imageclass.h: *38
IA_HighlightPen #define (IA_Dummy + 0x0A) = 0x8002000a
               intuition/imageclass.h: *86
IA_LEFT       #define IA_Left = 0x80020001  intuition/iobsolete.h: *235
IA_LINEWIDTH  #define IA_LineWidth = 0x80020008
               intuition/iobsolete.h: *242
IA_Left       #define (IA_Dummy + 0x01) = 0x80020001
               intuition/imageclass.h: *35
IA_LineWidth  #define (IA_Dummy + 0x08) = 0x80020008
               intuition/imageclass.h: *47
IA_MODE       #define IA_Mode = 0x80020012  intuition/iobsolete.h: *247
IA_Mode       #define (IA_Dummy + 0x12) = 0x80020012
               intuition/imageclass.h: *64
IA_OUTLINE    #define IA_Outline = 0x80020014  intuition/iobsolete.h: *249
IA_Outline    #define (IA_Dummy + 0x14) = 0x80020014
               intuition/imageclass.h: *66
IA_PENS       #define IA_Pens = 0x8002000e  intuition/iobsolete.h: *243
IA_Pens       #define (IA_Dummy + 0x0E) = 0x8002000e
               intuition/imageclass.h: *48
IA_RECESSED   #define IA_Recessed = 0x80020015  intuition/iobsolete.h: *250
IA_RESOLUTION #define IA_Resolution = 0x8002000f
               intuition/iobsolete.h: *244
IA_Recessed   #define (IA_Dummy + 0x15) = 0x80020015
               intuition/imageclass.h: *67
IA_Resolution #define (IA_Dummy + 0x0F) = 0x8002000f
               intuition/imageclass.h: *55
IA_SHADOWPEN  #define IA_ShadowPen = 0x80020009
               intuition/iobsolete.h: *253
IA_ShadowPen  #define (IA_Dummy + 0x09) = 0x80020009
               intuition/imageclass.h: *85
IA_TOP        #define IA_Top = 0x80020002  intuition/iobsolete.h: *236
IA_Top        #define (IA_Dummy + 0x02) = 0x80020002
               intuition/imageclass.h: *36
IA_WIDTH      #define IA_Width = 0x80020003  intuition/iobsolete.h: *237
IA_Width      #define (IA_Dummy + 0x03) = 0x80020003
               intuition/imageclass.h: *37
IAddress      pointer to void in struct IntuiMessage
               +0x001c intuition/intuition.h: *695
IBox          structure tag size 0x0008 intuition/intuition.h: *783
               intuition/cghooks.h: 49, 72, 73
               intuition/imageclass.h: 141, 142
ICA_Dummy     #define (TAG_USER+0x40000L) = 0x80040000
               intuition/icclass.h: *28
ICA_MAP       #define (ICA_Dummy + 2) = 0x80040002
               intuition/icclass.h: *31
ICA_TARGET    #define (ICA_Dummy + 1) = 0x80040001
               intuition/icclass.h: *29
ICCLASS       #define "icclass"  intuition/classusr.h: *53

```

```

ICM_CHECKLOOP      #define (0x0404L) = 0x00000404  intuition/icclass.h: *23
ICM_CLEARLOOP      #define (0x0403L) = 0x00000403  intuition/icclass.h: *22
ICM_Dummy          #define (0x0401L) = 0x00000401  intuition/icclass.h: *20
ICM_SETLOOP        #define (0x0402L) = 0x00000402  intuition/icclass.h: *21
ICONNAME           #define "icon.library"  workbench/icon.h: *15
ICSPECIAL_CODE     #define (ICA_Dummy + 3) = 0x80040003
                   intuition/icclass.h: *33
ICTARGET_IDCMP     #define (~0L) = 0xffffffff  intuition/icclass.h: *48
IClass             structure tag size 0x0034 intuition/classes.h: *28, 31, 70
IDCMPFlags         unsigned long int in struct Window
                   +0x0052 intuition/intuition.h: *855
IDCMPFlags         unsigned long int in struct NewWindow
                   +0x000a intuition/intuition.h: *981
IDCMPFlags         unsigned long int in struct ExtNewWindow
                   +0x000a intuition/intuition.h: *1050
IDCMPUPDATE        #define IDCMP_IDCMPUPDATE = 0x00800000
                   intuition/iobsolete.h: *137
IDCMPWindow        pointer to struct Window in struct IntuiMessage
                   +0x002c intuition/intuition.h: *713
IDCMP_ACTIVEWINDOW #define 0x00040000 = 0x00040000
                   intuition/intuition.h: *742
IDCMP_CHANGEWINDOW #define 0x02000000 = 0x02000000
                   intuition/intuition.h: *752
IDCMP_CLOSEWINDOW  #define 0x00000200 = 0x00000200  intuition/intuition.h: *733
IDCMP_DELTAMOVE    #define 0x00100000 = 0x00100000  intuition/intuition.h: *744
IDCMP_DISKINSERTED #define 0x00008000 = 0x00008000
                   intuition/intuition.h: *739
IDCMP_DISKREMOVED  #define 0x00010000 = 0x00010000  intuition/intuition.h: *740
IDCMP_GADGETDOWN   #define 0x00000020 = 0x00000020  intuition/intuition.h: *729
IDCMP_GADGETUP     #define 0x00000040 = 0x00000040  intuition/intuition.h: *730
IDCMP_IDCMPUPDATE  #define 0x00800000 = 0x00800000  intuition/intuition.h: *748
IDCMP_INACTIVEWINDOW #define 0x00080000 = 0x00080000
                   intuition/intuition.h: *743
IDCMP_INTUITICKS   #define 0x00400000 = 0x00400000  intuition/intuition.h: *746
IDCMP_LONELYMESSAGE #define 0x80000000 = 0x80000000
                   intuition/intuition.h: *761
IDCMP_MENUHELP     #define 0x01000000 = 0x01000000  intuition/intuition.h: *750
IDCMP_MENUPICK     #define 0x00000100 = 0x00000100  intuition/intuition.h: *732
IDCMP_MENUVERIFY   #define 0x00002000 = 0x00002000  intuition/intuition.h: *737
IDCMP_MOUSEBUTTONS #define 0x00000008 = 0x00000008
                   intuition/intuition.h: *727
IDCMP_MOUSEMOVE    #define 0x00000010 = 0x00000010  intuition/intuition.h: *728
IDCMP_NEWPREFS     #define 0x00004000 = 0x00004000  intuition/intuition.h: *738
IDCMP_NEWSIZE      #define 0x00000002 = 0x00000002  intuition/intuition.h: *725
IDCMP_RAWKEY       #define 0x00000400 = 0x00000400  intuition/intuition.h: *734
IDCMP_REFRESHWINDOW #define 0x00000004 = 0x00000004
                   intuition/intuition.h: *726
IDCMP_REQCLEAR     #define 0x00001000 = 0x00001000  intuition/intuition.h: *736
IDCMP_REQSET       #define 0x00000080 = 0x00000080  intuition/intuition.h: *731
IDCMP_REQVERIFY    #define 0x00000800 = 0x00000800  intuition/intuition.h: *735
IDCMP_SIZEVERIFY   #define 0x00000001 = 0x00000001  intuition/intuition.h: *724
IDCMP_VANILLAKEY   #define 0x00200000 = 0x00200000  intuition/intuition.h: *745
IDCMP_WBENCHMESSAGE #define 0x00020000 = 0x00020000
                   intuition/intuition.h: *741
IDNAME_BADBLOCK    #define 0x42414442 = 0x42414442  devices/hardblocks.h: *125
IDNAME_FILESYSHEADER #define 0x46534844 = 0x46534844
                   devices/hardblocks.h: *182

```

```
IDNAME_LOADSEG      #define 0x4C534547 = 0x4c534547  devices/hardblocks.h: *195
IDNAME_PARTITION    #define 0x50415254 = 0x50415254  devices/hardblocks.h: *144
IDNAME_RIGIDDISK    #define 0x5244534B = 0x5244534b  devices/hardblocks.h: *92
IDNestCnt           char in struct ExecBase +0x0126  exec/execbase.h: *70
IDS_BUSY            #define (3L) = 0x00000003  intuition/imageclass.h: *129
IDS_DISABLED        #define (2L) = 0x00000002  intuition/imageclass.h: *128
IDS_INACTIVEDISABLED #define (7L) = 0x00000007  intuition/imageclass.h: *133
IDS_INACTIVENORMAL  #define (5L) = 0x00000005  intuition/imageclass.h: *131
IDS_INACTIVESELECTED #define (6L) = 0x00000006  intuition/imageclass.h: *132
IDS_INDETERMINANT   #define IDS_INDETERMINATE = 0x00000004
                    intuition/imageclass.h: *136
IDS_INDETERMINATE   #define (4L) = 0x00000004  intuition/imageclass.h: *130
IDS_NORMAL          #define (0L) = 0x00000000  intuition/imageclass.h: *126
IDS_SELECTED        #define (1L) = 0x00000001  intuition/imageclass.h: *127
ID_CAT              #define MAKE_ID('C','A','T',' ') = 0x43415420
                    libraries/iffparse.h: *150
ID_DOS_DISK         #define (0x444F5300L) = 0x444f5300  dos/dos.h: *140
ID_FFS_DISK         #define (0x444F5301L) = 0x444f5301  dos/dos.h: *141
ID_FORM             #define MAKE_ID('F','O','R','M') = 0x464f524d
                    libraries/iffparse.h: *148
ID_KICKSTART_DISK   #define (0x4B49434BL) = 0x4b49434b  dos/dos.h: *143
ID_LIST             #define MAKE_ID('L','I','S','T') = 0x4c495354
                    libraries/iffparse.h: *149
ID_MSDOS_DISK       #define (0x4d534400L) = 0x4d534400  dos/dos.h: *144
ID_NOT_REALLY_DOS   #define (0x4E444F53L) = 0x4e444f53  dos/dos.h: *142
ID_NO_DISK_PRESENT  #define (-1) = 0xffffffff  dos/dos.h: *138
ID_NULL            #define MAKE_ID(' ',' ',' ',' ',' ') = 0x20202020
                    libraries/iffparse.h: *152
ID_PROP            #define MAKE_ID('P','R','O','P') = 0x50524f50
                    libraries/iffparse.h: *151
ID_UNREADABLE_DISK  #define (0x42414400L) = 0x42414400  dos/dos.h: *139
ID_VALIDATED        #define 82 = 0x00000052  dos/dos.h: *135
ID_VALIDATING       #define 81 = 0x00000051  dos/dos.h: *134
ID_WRITE_PROTECTED  #define 80 = 0x00000050  dos/dos.h: *133
IECLASS_ACTIVEWINDOW #define 0x11 = 0x00000011  devices/inputevent.h: *55
IECLASS_CHANGEWINDOW #define 0x15 = 0x00000015  devices/inputevent.h: *63
IECLASS_CLOSEWINDOW #define 0x0B = 0x0000000b  devices/inputevent.h: *43
IECLASS_DISKINSERTED #define 0x10 = 0x00000010  devices/inputevent.h: *53
IECLASS_DISKREMOVED #define 0x0F = 0x0000000f  devices/inputevent.h: *51
IECLASS_EVENT       #define 0x03 = 0x00000003  devices/inputevent.h: *29
IECLASS_GADGETDOWN  #define 0x07 = 0x00000007  devices/inputevent.h: *35
IECLASS_GADGETUP    #define 0x08 = 0x00000008  devices/inputevent.h: *37
IECLASS_INACTIVEWINDOW #define 0x12 = 0x00000012  devices/inputevent.h: *57
IECLASS_MAX         #define 0x15 = 0x00000015  devices/inputevent.h: *66
                    devices/conunit.h: 99
IECLASS_MENUHELP    #define 0x14 = 0x00000014  devices/inputevent.h: *61
IECLASS_MENULIST    #define 0x0A = 0x0000000a  devices/inputevent.h: *41
IECLASS_NEWPOINTERPOS #define 0x13 = 0x00000013  devices/inputevent.h: *59
IECLASS_NEWPREFS    #define 0x0E = 0x0000000e  devices/inputevent.h: *49
IECLASS_NULL        #define 0x00 = 0x00000000  devices/inputevent.h: *23
IECLASS_POINTERPOS  #define 0x04 = 0x00000004  devices/inputevent.h: *31
IECLASS_RAWKEY      #define 0x01 = 0x00000001  devices/inputevent.h: *25
IECLASS_RAWMOUSE    #define 0x02 = 0x00000002  devices/inputevent.h: *27
IECLASS_REFRESHWINDOW #define 0x0D = 0x0000000d  devices/inputevent.h: *47
IECLASS_REQUESTER   #define 0x09 = 0x00000009  devices/inputevent.h: *39
IECLASS_SIZEWINDOW  #define 0x0C = 0x0000000c  devices/inputevent.h: *45
IECLASS_TIMER       #define 0x06 = 0x00000006  devices/inputevent.h: *33
```



```

IECODE_ASCII_DEL #define 0x7F = 0x0000007f devices/inputevent.h: *136
IECODE_ASCII_FIRST #define 0x20 = 0x00000020 devices/inputevent.h: *134
IECODE_ASCII_LAST #define 0x7E = 0x0000007e devices/inputevent.h: *135
IECODE_C0_FIRST #define 0x00 = 0x00000000 devices/inputevent.h: *132
IECODE_C0_LAST #define 0x1F = 0x0000001f devices/inputevent.h: *133
IECODE_C1_FIRST #define 0x80 = 0x00000080 devices/inputevent.h: *137
IECODE_C1_LAST #define 0x9F = 0x0000009f devices/inputevent.h: *138
IECODE_COMM_CODE_FIRST #define 0x78 = 0x00000078 devices/inputevent.h: *128
IECODE_COMM_CODE_LAST #define 0x7F = 0x0000007f devices/inputevent.h: *129
IECODE_KEY_CODE_FIRST #define 0x00 = 0x00000000 devices/inputevent.h: *126
IECODE_KEY_CODE_LAST #define 0x77 = 0x00000077 devices/inputevent.h: *127
IECODE_LATIN1_FIRST #define 0xA0 = 0x000000a0 devices/inputevent.h: *139
IECODE_LATIN1_LAST #define 0xFF = 0x000000ff devices/inputevent.h: *140
IECODE_LBUTTON #define 0x68 = 0x00000068 devices/inputevent.h: *143
IECODE_MBUTTON #define 0x6A = 0x0000006a devices/inputevent.h: *145
IECODE_NEWACTIVE #define 0x01 = 0x00000001 devices/inputevent.h: *149
IECODE_NEWSIZE #define 0x02 = 0x00000002 devices/inputevent.h: *150
IECODE_NOBUTTON #define 0xFF = 0x000000ff devices/inputevent.h: *146
IECODE_RBUTTON #define 0x69 = 0x00000069 devices/inputevent.h: *144
IECODE_REFRESH #define 0x03 = 0x00000003 devices/inputevent.h: *151
IECODE_REQCLEAR #define 0x00 = 0x00000000 devices/inputevent.h: *158
IECODE_REQSET #define 0x01 = 0x00000001 devices/inputevent.h: *156
IECODE_UP_PREFIX #define 0x80 = 0x00000080 devices/inputevent.h: *125
IEEEDPCos function returning "LONG" libraries/mathieeedp.h: *57
IEEEDPAsin function returning "LONG" libraries/mathieeedp.h: *58
IEEEDPAbs function returning "LONG" libraries/mathieeedp.h: *70
IEEEDPAdd function returning "LONG" libraries/mathieeedp.h: *72
IEEEDPAtan function returning "LONG" libraries/mathieeedp.h: *56
IEEEDPCeil function returning "LONG" libraries/mathieeedp.h: *77
IEEEDPCos function returning "LONG" libraries/mathieeedp.h: *57
IEEEDPCosh function returning "LONG" libraries/mathieeedp.h: *63
IEEEDPDiv function returning "LONG" libraries/mathieeedp.h: *75
IEEEDPExp function returning "LONG" libraries/mathieeedp.h: *59
IEEEDPFieee function returning "LONG" libraries/mathieeedp.h: *65
IEEEDPFloor function returning "LONG" libraries/mathieeedp.h: *76
IEEEDPFlt function returning "LONG" libraries/mathieeedp.h: *69
IEEEDPLog function returning "LONG" libraries/mathieeedp.h: *59
IEEEDPLog10 function returning "LONG" libraries/mathieeedp.h: *61
IEEEDPMul function returning "LONG" libraries/mathieeedp.h: *74
IEEEDPNeg function returning "LONG" libraries/mathieeedp.h: *71
IEEEDPPow function returning "LONG" libraries/mathieeedp.h: *61
IEEEDPSin function returning "LONG" libraries/mathieeedp.h: *58
IEEEDPSincos function returning "LONG" libraries/mathieeedp.h: *62
IEEEDPSinh function returning "LONG" libraries/mathieeedp.h: *63
IEEEDPSqrt function returning "LONG" libraries/mathieeedp.h: *60
IEEEDPSub function returning "LONG" libraries/mathieeedp.h: *73
IEEEDPTan function returning "LONG" libraries/mathieeedp.h: *56
IEEEDPTanh function returning "LONG" libraries/mathieeedp.h: *63
IEEEDPTieee function returning "LONG" libraries/mathieeedp.h: *64
IEPointerPixel structure tag size 0x0008 devices/inputevent.h: *88
IEPointerTablet structure tag (size 0x000a bytes) in struct IEPointerTablet
devices/inputevent.h: *108
IEQUALIFIERB_CAPSLOCK #define 2 = 0x00000002 devices/inputevent.h: *182
IEQUALIFIERB_CONTROL #define 3 = 0x00000003 devices/inputevent.h: *183
IEQUALIFIERB_INTERRUPT #define 10 = 0x0000000a devices/inputevent.h: *190
IEQUALIFIERB_LALT #define 4 = 0x00000004 devices/inputevent.h: *184
IEQUALIFIERB_LCOMMAND #define 6 = 0x00000006 devices/inputevent.h: *186

```

```

IEQUALIFIERB_LEFTBUTTON #define 14 = 0x0000000e devices/inputevent.h: *194
IEQUALIFIERB_LSHIFT #define 0 = 0x00000000 devices/inputevent.h: *180
IEQUALIFIERB_MIDBUTTON #define 12 = 0x0000000c devices/inputevent.h: *192
IEQUALIFIERB_MULTIBROADCAST #define 11 = 0x0000000b
    devices/inputevent.h: *191
IEQUALIFIERB_NUMERICPAD #define 8 = 0x00000008 devices/inputevent.h: *188
IEQUALIFIERB_RALT #define 5 = 0x00000005 devices/inputevent.h: *185
IEQUALIFIERB_RBUTTON #define 13 = 0x0000000d devices/inputevent.h: *193
IEQUALIFIERB_RCOMMAND #define 7 = 0x00000007 devices/inputevent.h: *187
IEQUALIFIERB_RELATIVEMOUSE #define 15 = 0x0000000f devices/inputevent.h: *195
IEQUALIFIERB_REPEAT #define 9 = 0x00000009 devices/inputevent.h: *189
IEQUALIFIERB_RSHIFT #define 1 = 0x00000001 devices/inputevent.h: *181
IEQUALIFIER_CAPSLOCK #define 0x0004 = 0x00000004 devices/inputevent.h: *165
IEQUALIFIER_CONTROL #define 0x0008 = 0x00000008 devices/inputevent.h: *166
IEQUALIFIER_INTERRUPT #define 0x0400 = 0x00000400 devices/inputevent.h: *173
IEQUALIFIER_LALT #define 0x0010 = 0x00000010 devices/inputevent.h: *167
IEQUALIFIER_LCOMMAND #define 0x0040 = 0x00000040 devices/inputevent.h: *169
IEQUALIFIER_LEFTBUTTON #define 0x4000 = 0x00004000 devices/inputevent.h: *177
IEQUALIFIER_LSHIFT #define 0x0001 = 0x00000001 devices/inputevent.h: *163
IEQUALIFIER_MIDBUTTON #define 0x1000 = 0x00001000 devices/inputevent.h: *175
IEQUALIFIER_MULTIBROADCAST #define 0x0800 = 0x00000800
    devices/inputevent.h: *174
IEQUALIFIER_NUMERICPAD #define 0x0100 = 0x00000100 devices/inputevent.h: *171
IEQUALIFIER_RALT #define 0x0020 = 0x00000020 devices/inputevent.h: *168
IEQUALIFIER_RBUTTON #define 0x2000 = 0x00002000 devices/inputevent.h: *176
IEQUALIFIER_RCOMMAND #define 0x0080 = 0x00000080 devices/inputevent.h: *170
IEQUALIFIER_RELATIVEMOUSE #define 0x8000 = 0x00008000
    devices/inputevent.h: *178
IEQUALIFIER_REPEAT #define 0x0200 = 0x00000200 devices/inputevent.h: *172
IEQUALIFIER_RSHIFT #define 0x0002 = 0x00000002 devices/inputevent.h: *164
IESUBCLASS_COMPATIBLE #define 0x00 = 0x00000000 devices/inputevent.h: *72
IESUBCLASS_PIXEL #define 0x01 = 0x00000001 devices/inputevent.h: *74
IESUBCLASS_TABLET #define 0x02 = 0x00000002 devices/inputevent.h: *76
IEvent
    pointer to struct InputEvent in struct SGWork
    +0x0014 intuition/sghooks.h: *42
IFFCMD_CLEANUP #define 1 = 0x00000001 libraries/iffparse.h: *189
IFFCMD_ENTRY #define 5 = 0x00000005 libraries/iffparse.h: *193
IFFCMD_EXIT #define 6 = 0x00000006 libraries/iffparse.h: *194
IFFCMD_INIT #define 0 = 0x00000000 libraries/iffparse.h: *188
IFFCMD_PURGELCI #define 7 = 0x00000007 libraries/iffparse.h: *195
IFFCMD_READ #define 2 = 0x00000002 libraries/iffparse.h: *190
IFFCMD_SEEK #define 4 = 0x00000004 libraries/iffparse.h: *192
IFFCMD_WRITE #define 3 = 0x00000003 libraries/iffparse.h: *191
IFFERR_EOC #define -2L = 0xfffffffffe libraries/iffparse.h: *130
IFFERR_EOF #define -1L = 0xfffffffff libraries/iffparse.h: *129
IFFERR_MANGLED #define -8L = 0xfffffffff8 libraries/iffparse.h: *136
IFFERR_NOHOOK #define -11L = 0xfffffffff5 libraries/iffparse.h: *139
IFFERR_NOMEM #define -4L = 0xfffffffffc libraries/iffparse.h: *132
IFFERR_NOSCOPE #define -3L = 0xfffffffffd libraries/iffparse.h: *131
IFFERR_NOTIFF #define -10L = 0xfffffffff6 libraries/iffparse.h: *138
IFFERR_READ #define -5L = 0xfffffffffb libraries/iffparse.h: *133
IFFERR_SEEK #define -7L = 0xfffffffff9 libraries/iffparse.h: *135
IFFERR_SYNTAX #define -9L = 0xfffffffff7 libraries/iffparse.h: *137
IFFERR_WRITE #define -6L = 0xfffffffffa libraries/iffparse.h: *134
IFFF_FSEEK #define (1L<<1) = 0x00000002 libraries/iffparse.h: *48
IFFF_READ #define 0L = 0x00000000 libraries/iffparse.h: *45
IFFF_RESERVED #define 0xFFFF0000L = 0xffff0000 libraries/iffparse.h: *50

```

```
IFFF_RSEEK      #define (1L<<2) = 0x00000004  libraries/iffparse.h: *49
IFFF_RWBITS     #define (IFFF_READ | IFFF_WRITE) = 0x00000001
                libraries/iffparse.h: *47
IFFF_WRITE      #define 1L = 0x00000001  libraries/iffparse.h: *46
IFFHandle       structure tag size 0x000c libraries/iffparse.h: *35
IFFLCI_COLLECTION #define MAKE_ID('c','o','l','l') = 0x636f6c6c
                libraries/iffparse.h: *158
IFFLCI_ENTRYHANDLER #define MAKE_ID('e','n','h','d') = 0x656e6864
                libraries/iffparse.h: *159
IFFLCI_EXITHANDLER #define MAKE_ID('e','x','h','d') = 0x65786864
                libraries/iffparse.h: *160
IFFLCI_PROP      #define MAKE_ID('p','r','o','p') = 0x70726f70
                libraries/iffparse.h: *157
IFFPARSE_RAWSTEP #define 2L = 0x00000002  libraries/iffparse.h: *167
IFFPARSE_SCAN    #define 0L = 0x00000000  libraries/iffparse.h: *165
IFFPARSE_STEP    #define 1L = 0x00000001  libraries/iffparse.h: *166
IFFSCC_CLEANUP   #define IFFCMD_CLEANUP = 0x00000001
                libraries/iffparse.h: *199
IFFSCC_INIT      #define IFFCMD_INIT = 0x00000000  libraries/iffparse.h: *198
IFFSCC_READ      #define IFFCMD_READ = 0x00000002  libraries/iffparse.h: *200
IFFSCC_SEEK      #define IFFCMD_SEEK = 0x00000004  libraries/iffparse.h: *202
IFFSCC_WRITE     #define IFFCMD_WRITE = 0x00000003  libraries/iffparse.h: *201
IFFSIZE_UNKNOWN  #define -1L = 0xffffffff  libraries/iffparse.h: *182
IFFSLI_PROP      #define 3L = 0x00000003  libraries/iffparse.h: *174
IFFSLI_ROOT      #define 1L = 0x00000001  libraries/iffparse.h: *172
IFFSLI_TOP       #define 2L = 0x00000002  libraries/iffparse.h: *173
IFFStreamCmd     structure tag size 0x000c libraries/iffparse.h: *56
IFF_IFFPARSE_H   #define  libraries/iffparse.h: *2
IFF_RETURN2CLIENT #define -12L = 0xffffffff4  libraries/iffparse.h: *140
IFFont           pointer to struct TextFont in struct Window
                +0x0080 intuition/intuition.h: *895
IGNORE_DIMENSIONS #define 0x0000 = 0x00000000  intuition/preferences.h: *247
IMAGECLASS       #define "imageclass"  intuition/classusr.h: *43
IMAGE_ATTRIBUTES #define (IA_Dummy) = 0x80020000  intuition/iobsolete.h: *234
IMAGE_NEGATIVE   #define 0x01 = 0x00000001  intuition/preferences.h: *173
IMAGE_POSITIVE   #define 0x00 = 0x00000000  intuition/preferences.h: *172
IMPORT           #define extern  exec/types.h: *21
IM_BGPEN         macro (1 argument)  intuition/imageclass.h: *31
IM_BOX           macro (1 argument)  intuition/imageclass.h: *29
IM_DRAW          #define 0x202L = 0x00000202  intuition/imageclass.h: *115
IM_DRAWFRAME     #define 0x206L = 0x00000206  intuition/imageclass.h: *120
IM_ERASE         #define 0x204L = 0x00000204  intuition/imageclass.h: *117
IM_ERASEFRAME    #define 0x209L = 0x00000209  intuition/imageclass.h: *123
IM_FGPEN         macro (1 argument)  intuition/imageclass.h: *30
IM_FRAMEBOX      #define 0x207L = 0x00000207  intuition/imageclass.h: *121
IM_HITFRAME      #define 0x208L = 0x00000208  intuition/imageclass.h: *122
IM_HITTEST       #define 0x203L = 0x00000203  intuition/imageclass.h: *116
IM_ITEM          #define (NM_ITEM | MENU_IMAGE) = 0x00000082
                libraries/gadtools.h: *140
IM_MOVE          #define 0x205L = 0x00000205  intuition/imageclass.h: *118
IM_SUB           #define (NM_SUB | MENU_IMAGE) = 0x00000083
                libraries/gadtools.h: *141
INACTIVEWINDOW   #define IDCMP_INACTIVEWINDOW = 0x00080000
                intuition/iobsolete.h: *133
INCLUDE_VERSION  #define 36 = 0x00000024  exec/types.h: *17
IND_ADDHANDLER   #define (CMD_NONSTD+0) = 0x00000009  devices/input.h: *19
IND_REMHANDLER   #define (CMD_NONSTD+1) = 0x0000000a  devices/input.h: *20
```

```

IND_SETMPORT      #define (CMD_NONSTD+5) = 0x0000000e  devices/input.h: *24
IND_SETMTRIG      #define (CMD_NONSTD+7) = 0x00000010  devices/input.h: *26
IND_SETMTYPE      #define (CMD_NONSTD+6) = 0x0000000f  devices/input.h: *25
IND_SETPERIOD     #define (CMD_NONSTD+4) = 0x0000000d  devices/input.h: *23
IND_SETTHRESH     #define (CMD_NONSTD+3) = 0x0000000c  devices/input.h: *22
IND_WRITEEVENT    #define (CMD_NONSTD+2) = 0x0000000b  devices/input.h: *21
INITBYTE          macro (2 arguments)    exec/initializers.h: *17
INITLONG          macro (2 arguments)    exec/initializers.h: *21
INITSTRUCT        macro (4 arguments)    exec/initializers.h: *25
INITWORD          macro (2 arguments)    exec/initializers.h: *18
INREQUEST         #define WFLG_INREQUEST = 0x00004000
                  intuition/iobsolete.h: *162
INST_DATA         macro (2 arguments)    intuition/classes.h: *48
INTB_AUD0         #define (7) = 0x00000007  hardware/intbits.h: *25
INTB_AUD1         #define (8) = 0x00000008  hardware/intbits.h: *24
INTB_AUD2         #define (9) = 0x00000009  hardware/intbits.h: *23
INTB_AUD3         #define (10) = 0x0000000a  hardware/intbits.h: *22
INTB_BLIT         #define (6) = 0x00000006  hardware/intbits.h: *26
INTB_COPER        #define (4) = 0x00000004  hardware/intbits.h: *28
INTB_DSKBLK       #define (1) = 0x00000001  hardware/intbits.h: *31
INTB_DSKSYNC      #define (12) = 0x0000000c  hardware/intbits.h: *20
INTB_EXTER        #define (13) = 0x0000000d  hardware/intbits.h: *19
INTB_INTEN        #define (14) = 0x0000000e  hardware/intbits.h: *18
INTB_NMI          #define 15 = 0x0000000f  exec/interrupts.h: *46
INTB_PORTS        #define (3) = 0x00000003  hardware/intbits.h: *29
INTB_RBF          #define (11) = 0x0000000b  hardware/intbits.h: *21
INTB_SETCLR       #define (15) = 0x0000000f  hardware/intbits.h: *15
INTB_SOFTINT      #define (2) = 0x00000002  hardware/intbits.h: *30
INTB_TBE          #define (0) = 0x00000000  hardware/intbits.h: *32
INTB_VERTB        #define (5) = 0x00000005  hardware/intbits.h: *27
INTEGERIDCMP      #define (IDCMP_GADGETUP) = 0x00000040
                  libraries/gadtools.h: *68
INTEGER_KIND      #define 3 = 0x00000003  libraries/gadtools.h: *37
INTEGER_SCALING   #define 0x0100 = 0x00000100  intuition/preferences.h: *253
INTERHEIGHT       #define 4 = 0x00000004  libraries/gadtools.h: *88
INTERLACE         #define 4 = 0x00000004  graphics/display.h: *24
INTERWIDTH        #define 8 = 0x00000008  libraries/gadtools.h: *87
INTF_AUD0         #define (1<<7) = 0x00000080  hardware/intbits.h: *44
INTF_AUD1         #define (1<<8) = 0x00000100  hardware/intbits.h: *43
INTF_AUD2         #define (1<<9) = 0x00000200  hardware/intbits.h: *42
INTF_AUD3         #define (1<<10) = 0x00000400  hardware/intbits.h: *41
INTF_BLIT         #define (1<<6) = 0x00000040  hardware/intbits.h: *45
INTF_COPER        #define (1<<4) = 0x00000010  hardware/intbits.h: *47
INTF_DSKBLK       #define (1<<1) = 0x00000002  hardware/intbits.h: *50
INTF_DSKSYNC      #define (1<<12) = 0x00001000  hardware/intbits.h: *39
INTF_EXTER        #define (1<<13) = 0x00002000  hardware/intbits.h: *38
INTF_INTEN        #define (1<<14) = 0x00004000  hardware/intbits.h: *37
INTF_NMI          #define (1<<15) = 0x00008000  exec/interrupts.h: *47
INTF_PORTS        #define (1<<3) = 0x00000008  hardware/intbits.h: *48
INTF_RBF          #define (1<<11) = 0x00000800  hardware/intbits.h: *40
INTF_SETCLR       #define (1<<15) = 0x00008000  hardware/intbits.h: *36
INTF_SOFTINT      #define (1<<2) = 0x00000004  hardware/intbits.h: *49
INTF_TBE          #define (1<<0) = 0x00000001  hardware/intbits.h: *51
INTF_VERTB        #define (1<<5) = 0x00000020  hardware/intbits.h: *46
INTUITICKS        #define IDCMP_INTUITICKS = 0x00400000
                  intuition/iobsolete.h: *136
INTUITION_CGHOOKS_H #define 1 = 0x00000001  intuition/cghooks.h: *2

```

```

INTUITION_CLASSES_H #define 1 = 0x00000001 intuition/classes.h: *2
INTUITION_CLASSUSR_H #define 1 = 0x00000001 intuition/classusr.h: *2, 1
INTUITION_GADGETCLASS_H #define 1 = 0x00000001 intuition/gadgetclass.h: *2
INTUITION_ICCLASS_H #define intuition/icclass.h: *2
INTUITION_IMAGECLASS_H #define TRUE = 0x00000001 intuition/imageclass.h: *2
INTUITION_INTUITIONBASE_H #define 1 = 0x00000001
    intuition/intuitionbase.h: *2
INTUITION_INTUITION_H #define TRUE = 0x00000001 intuition/intuition.h: *2, 1
    intuition/iobsolete.h: 38
    intuition/cghooks.h: 19
    intuition/gadgetclass.h: 19
    intuition/intuitionbase.h: 23
    libraries/gadtools.h: 25
    workbench/workbench.h: 31
INTUITION_IOBSOLETE_H #define intuition/iobsolete.h: *2, 1
    intuition/intuition.h: 1357
    intuition/gadgetclass.h: 244
    intuition/imageclass.h: 203
INTUITION_PREFERENCES_H #define TRUE = 0x00000001
    intuition/preferences.h: *2, 1
INTUITION_SCREENSHOTS_H #define TRUE = 0x00000001 intuition/screens.h: *2, 1
INTUITION_SGHOOKS_H #define TRUE = 0x00000001 intuition/sghooks.h: *2
INVALID_ID #define ~0 = 0xffffffff graphics/displayinfo.h: *141
INVERSVID #define 4 = 0x00000004 graphics/rastport.h: *97
IOAudio structure tag size 0x0044 devices/audio.h: *47
IOB_QUICK #define 0 = 0x00000000 exec/io.h: *47
IOClipReq structure tag size 0x0034 devices/clipboard.h: *43
    libraries/iffparse.h: 117
IODRPreReq structure tag size 0x003e devices/printer.h: *156
IOERR_ABORTED #define (-2) = 0xffffffffe exec/errors.h: *16
IOERR_BADADDRESS #define (-5) = 0xffffffffb exec/errors.h: *19
IOERR_BADLENGTH #define (-4) = 0xffffffffc exec/errors.h: *18
IOERR_NOCMD #define (-3) = 0xffffffffd exec/errors.h: *17
IOERR_OPENFAIL #define (-1) = 0xfffffffff exec/errors.h: *15
IOERR_SELFTEST #define (-7) = 0xffffffff9 exec/errors.h: *21
IOERR_UNITBUSY #define (-6) = 0xffffffffa exec/errors.h: *20
IOExtPar structure tag size 0x003e devices/parallel.h: *29
    devices/prtbase.h: 76, 84
IOExtSer structure tag size 0x0052 devices/serial.h: *38
    devices/prtbase.h: 77, 85
IOExtTD structure tag size 0x0038 devices/trackedisk.h: *119
IOF_QUICK #define (1<<0) = 0x00000001 exec/io.h: *48
IOPARB_ABORT #define 5 = 0x00000005 devices/parallel.h: *75
IOPARB_ACTIVE #define 4 = 0x00000004 devices/parallel.h: *77
IOPARB_QUEUED #define 6 = 0x00000006 devices/parallel.h: *73
IOPARE_ABORT #define (1<<5) = 0x00000020 devices/parallel.h: *76
IOPARE_ACTIVE #define (1<<4) = 0x00000010 devices/parallel.h: *78
IOPARE_QUEUED #define (1<<6) = 0x00000040 devices/parallel.h: *74
IOPArray structure tag size 0x0008 devices/parallel.h: *19, 55
IOPTB_PAPEROUT #define 1 = 0x00000001 devices/parallel.h: *85
IOPTB_PARBUSY #define 0 = 0x00000000 devices/parallel.h: *87
IOPTB_PARSEL #define 2 = 0x00000002 devices/parallel.h: *81
IOPTB_RWDIR #define 3 = 0x00000003 devices/parallel.h: *79
IOPTF_PAPEROUT #define (1<<1) = 0x00000002 devices/parallel.h: *86
IOPTF_PARBUSY #define (1<<0) = 0x00000001 devices/parallel.h: *88
IOPTF_PARSEL #define (1<<2) = 0x00000004 devices/parallel.h: *84
IOPTF_RWDIR #define (1<<3) = 0x00000008 devices/parallel.h: *80

```

```

IOPar          struct IOStdReq(size 0x0030 bytes) in struct IOExtPar
               +0x0000 devices/parallel.h: *30
IOPrtCmdReq    structure tag size 0x0026 devices/printer.h: *142
IORequest      structure tag size 0x0020 exec/io.h: *20
               devices/audio.h: 48
               devices/timer.h: 38
IOSer          struct IOStdReq(size 0x0030 bytes) in struct IOExtSer
               +0x0000 devices/serial.h: *39
IOStdReq       structure tag size 0x0030 exec/io.h: *29
               devices/narrator.h: 94
               devices/parallel.h: 30
               devices/serial.h: 39
               devices/trackdisk.h: 120
IOTArray       structure tag size 0x0008 devices/serial.h: *22, 67
IOTDB_INDEXSYNC #define 4 = 0x00000004 devices/trackdisk.h: *173
IOTDB_WORDSYNC  #define 5 = 0x00000005 devices/trackdisk.h: *179
IOTDF_INDEXSYNC #define (1<<4) = 0x00000010 devices/trackdisk.h: *174
IOTDF_WORDSYNC  #define (1<<5) = 0x00000020 devices/trackdisk.h: *180
IO_STATB_OVERRUN #define 8 = 0x00000008 devices/serial.h: *126
IO_STATB_READBREAK #define 10 = 0x0000000a devices/serial.h: *122
IO_STATB_WROTEBREAK #define 9 = 0x00000009 devices/serial.h: *124
IO_STATB_XOFFREAD #define 12 = 0x0000000c devices/serial.h: *118
IO_STATB_XOFFWRITE #define 11 = 0x0000000b devices/serial.h: *120
IO_STATF_OVERRUN #define (1<<8) = 0x00000100 devices/serial.h: *127
IO_STATF_READBREAK #define (1<<10) = 0x00000400 devices/serial.h: *123
IO_STATF_WROTEBREAK #define (1<<9) = 0x00000200 devices/serial.h: *125
IO_STATF_XOFFREAD #define (1<<12) = 0x00001000 devices/serial.h: *119
IO_STATF_XOFFWRITE #define (1<<11) = 0x00000800 devices/serial.h: *121
ISDRAWN        #define 0x1000 = 0x00001000 intuition/intuition.h: *135
ISGRTRX        #define 4 = 0x00000004 graphics/clip.h: *85
ISGRTRY        #define 8 = 0x00000008 graphics/clip.h: *86
ISLESSX        #define 1 = 0x00000001 graphics/clip.h: *83
ISLESSY        #define 2 = 0x00000002 graphics/clip.h: *84
ITEMENABLED    #define 0x0010 = 0x00000010 intuition/intuition.h: *122
ITEMNUM        macro (1 argument) intuition/intuition.h: *1267
ITEMTEXT       #define 0x0002 = 0x00000002 intuition/intuition.h: *119
ITEM_EQUAL     #define -2 = 0xffffffff dos/dos.h: *230
ITEM_ERROR     #define -1 = 0xffffffff dos/dos.h: *231
ITEM_NOTHING   #define 0 = 0x00000000 dos/dos.h: *232
ITEM_QUOTED    #define 2 = 0x00000002 dos/dos.h: *234
ITEM_UNQUOTED  #define 1 = 0x00000001 dos/dos.h: *233
IText          pointer to unsigned char in struct IntuiText
               +0x000c intuition/intuition.h: *577
ITextFont      pointer to struct TextAttr in struct IntuiText
               +0x0008 intuition/intuition.h: *576
IVALUE         macro (1 argument) rexx/storage.h: *51
IX             "LONG" libraries/commodities.h: *192
IXSYM_ALT      #define 4 = 0x00000004 libraries/commodities.h: *197
IXSYM_ALTMASK  #define (IEQUALIFIER_LALT | IEQUALIFIER_RALT) = 0x00000030
               libraries/commodities.h: *202
IXSYM_CAPS     #define 2 = 0x00000002 libraries/commodities.h: *196
IXSYM_CAPSMASK #define (IXSYM_SHIFTMASK | IEQUALIFIER_CAPSLOCK) = 0x00000007
               libraries/commodities.h: *201
IXSYM_SHIFT    #define 1 = 0x00000001 libraries/commodities.h: *195
IXSYM_SHIFTMASK #define (IEQUALIFIER_LSHIFT | IEQUALIFIER_RSHIFT) = 0x00000003
               libraries/commodities.h: *200
IX_NORMALQUALS #define 0x7FFF; libraries/commodities.h: *204

```

```

IX_VERSION      #define 2 = 0x00000002  libraries/commodities.h: *171
IdleCount       unsigned long int in struct ExecBase
                +0x0118 exec/execbase.h: *65
Image           structure tag
                size 0x0014 intuition/intuition.h: *174, 619, 666, 865, 996,
                    1054
ImageBMap       pointer to struct BitMap in struct Requester
                +0x0044 intuition/intuition.h: *171
ImageData       pointer to unsigned short int in struct Image
                +0x000a intuition/intuition.h: *626
ImageData       pointer to short int in struct VSprite
                +0x0024 graphics/gels.h: *105
ImageShadow     pointer to short int in struct Bob
                +0x0006 graphics/gels.h: *148
InfoData        structure tag size 0x0024 dos/dos.h: *119
InitAnimate     macro (1 argument)  graphics/gels.h: *246
InitialModes    unsigned long int in struct StringExtend
                +0x0008 intuition/sghooks.h: *26
InputEvent      structure tag size 0x0016 devices/inputevent.h: *199, 200
                intuition/gadgetclass.h: 204
                intuition/sghooks.h: 42
InputXpression  structure tag size 0x000c libraries/commodities.h: *173, 192
IntVector       structure tag size 0x000c exec/interrupts.h: *31
                exec/execbase.h: 59
IntVects        array [16] of struct IntVector(size 0x000c bytes) in struct
                ExecBase
                +0x0054 exec/execbase.h: *59
Interrupt       structure tag size 0x0016 exec/interrupts.h: *24
                graphics/gfxbase.h: 36
                resources/disk.h: 45, 46, 47, 59, 60, 61
IntrList        struct List(size 0x000e bytes) in struct ExecBase
                +0x016c exec/execbase.h: *89
IntuiMessage    structure tag
                size 0x0034 intuition/intuition.h: *677, 716, 857
IntuiText       structure tag
                size 0x0014 intuition/intuition.h: *155, 240, 570, 578
IntuitionBase   structure tag size 0x0050 intuition/intuitionbase.h: *68
IoBuff          structure tag size 0x0100 rexx/rexxio.h: *25
Iptr            pointer to struct Isrvstr in struct Isrvstr
                +0x000e graphics/graphint.h: *23
IsListEmpty     macro (1 argument)  exec/lists.h: *53
IsMsgPortEmpty  macro (1 argument)  exec/lists.h: *56
Isrvstr         structure tag size 0x001e graphics/graphint.h: *20, 23
ItemFill        pointer to void in struct MenuItem
                +0x0012 intuition/intuition.h: *99

```
