

IncludeXREF

COLLABORATORS

	<i>TITLE :</i> IncludeXREF		
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WRITTEN BY		July 18, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: S

<code>__STDC__</code>	<code>#define 1 = 0x00000001</code>	<code>exec/types.h: 44</code>
<code>sampfreq</code>	unsigned short int in struct <code>narrator_rb</code>	
<code>+0x0040</code>	<code>devices/narrator.h: *102</code>	
<code>saveClipRects</code>	pointer to struct <code>Region</code> in struct <code>Layer</code>	
<code>+0x0082</code>	<code>graphics/clip.h: *56</code>	
<code>sc_Buf</code>	pointer to void in struct <code>IFFStreamCmd</code>	
<code>+0x0004</code>	<code>libraries/iffparse.h: *58</code>	
<code>sc_Command</code>	long int in struct <code>IFFStreamCmd</code>	
<code>+0x0000</code>	<code>libraries/iffparse.h: *57</code>	
<code>sc_NBytes</code>	long int in struct <code>IFFStreamCmd</code>	
<code>+0x0008</code>	<code>libraries/iffparse.h: *59</code>	
<code>scsi_Actual</code>	unsigned long int in struct <code>SCSICmd</code>	
<code>+0x0008</code>	<code>devices/scsidisk.h: *80</code>	
<code>scsi_CmdActual</code>	unsigned short int in struct <code>SCSICmd</code>	
<code>+0x0012</code>	<code>devices/scsidisk.h: *83</code>	
<code>scsi_CmdLength</code>	unsigned short int in struct <code>SCSICmd</code>	
<code>+0x0010</code>	<code>devices/scsidisk.h: *82</code>	
<code>scsi_Command</code>	pointer to unsigned char in struct <code>SCSICmd</code>	
<code>+0x000c</code>	<code>devices/scsidisk.h: *81</code>	
<code>scsi_Data</code>	pointer to unsigned short int in struct <code>SCSICmd</code>	
<code>+0x0000</code>	<code>devices/scsidisk.h: *74</code>	
<code>scsi_Flags</code>	unsigned char in struct <code>SCSICmd</code>	
<code>+0x0014</code>	<code>devices/scsidisk.h: *84</code>	
<code>scsi_Length</code>	unsigned long int in struct <code>SCSICmd</code>	
<code>+0x0004</code>	<code>devices/scsidisk.h: *77</code>	
<code>scsi_SenseActual</code>	unsigned short int in struct <code>SCSICmd</code>	
<code>+0x001c</code>	<code>devices/scsidisk.h: *91</code>	
<code>scsi_SenseData</code>	pointer to unsigned char in struct <code>SCSICmd</code>	
<code>+0x0016</code>	<code>devices/scsidisk.h: *86</code>	
<code>scsi_SenseLength</code>	unsigned short int in struct <code>SCSICmd</code>	
<code>+0x001a</code>	<code>devices/scsidisk.h: *89</code>	
<code>scsi_Status</code>	unsigned char in struct <code>SCSICmd</code>	
<code>+0x0015</code>	<code>devices/scsidisk.h: *85</code>	
<code>sec</code>	unsigned short int in struct <code>ClockData</code>	
<code>+0x0000</code>	<code>utility/date.h: *20</code>	
<code>seg_Name</code>	array [4] of unsigned char in struct <code>Segment</code>	
<code>+0x000c</code>	<code>dos/dosextens.h: *292</code>	
<code>seg_Next</code>	long int in struct <code>Segment</code>	<code>+0x0000 dos/dosextens.h: *289</code>

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seg_Seg      long int in struct Segment +0x0008 dos/dosextens.h: *291
seg_UC       long int in struct Segment +0x0004 dos/dosextens.h: *290
serdat       unsigned short int in struct Custom
              +0x0030 hardware/custom.h: *51
serdatr      unsigned short int in struct Custom
              +0x0018 hardware/custom.h: *40
serper       unsigned short int in struct Custom
              +0x0032 hardware/custom.h: *52
sex          unsigned short int in struct narrator_rb
              +0x0036 devices/narrator.h: *98
sh_List      struct List(size 0x000e bytes) in struct SoftIntList
              +0x0000 exec/interrupts.h: *39
sh_Pad       unsigned short int in struct SoftIntList
              +0x000e exec/interrupts.h: *40
shadowPen    #define SHADOWPEN = 0x00000004 intuition/iobsolete.h: *265
shape        unsigned char in struct mouth_rb
              +0x005a devices/narrator.h: *132
shinePen     #define SHINEPEN = 0x00000003 intuition/iobsolete.h: *264
sin          #define IEEEEDPSin libraries/mathffp.h: *43
              libraries/mathieeedp.h: *43
sinh         #define IEEEEDPSinh libraries/mathffp.h: *51
              libraries/mathieeedp.h: *51
sm_ArgList   pointer to struct WBArg in struct WBStartup
              +0x0024 workbench/startup.h: *33
sm_Bids      short int in struct Semaphore +0x0022 exec/semaphores.h: *56
sm_ClipID    long int in struct SatisfyMsg +0x0016 devices/clipboard.h: *62
sm_LockMsg   #define mp_SigTask exec/semaphores.h: *59
sm_Message   struct Message(size 0x0014 bytes) in struct WBStartup
              +0x0000 workbench/startup.h: *28
sm_Msg       struct Message(size 0x0014 bytes) in struct SatisfyMsg
              +0x0000 devices/clipboard.h: *60
sm_MsgPort   struct MsgPort(size 0x0022 bytes) in struct Semaphore
              +0x0000 exec/semaphores.h: *55
sm_NumArgs   long int in struct WBStartup +0x001c workbench/startup.h: *31
sm_Process   pointer to struct MsgPort in struct WBStartup
              +0x0014 workbench/startup.h: *29
sm_Segment   long int in struct WBStartup +0x0018 workbench/startup.h: *30
sm_ToolWindow pointer to char in struct WBStartup
              +0x0020 workbench/startup.h: *32
sm_Unit      unsigned short int in struct SatisfyMsg
              +0x0014 devices/clipboard.h: *61
sn_Pred      pointer to struct SrcNode in struct SrcNode
              +0x0004 rexx/storage.h: *229
sn_Ptr       pointer to void in struct SrcNode +0x0008 rexx/storage.h: *230
sn_Size      long int in struct SrcNode +0x000c rexx/storage.h: *231
sn_Succ      pointer to struct SrcNode in struct SrcNode
              +0x0000 rexx/storage.h: *228
sp_Data      pointer to unsigned char in struct StoredProperty
              +0x0004 libraries/iffparse.h: *97
sp_Msg       struct Message(size 0x0014 bytes) in struct StandardPacket
              +0x0000 dos/dosextens.h: *142
sp_Pkt       struct DosPacket(size 0x0030 bytes) in struct StandardPacket
              +0x0014 dos/dosextens.h: *143
sp_Size      long int in struct StoredProperty
              +0x0000 libraries/iffparse.h: *96
spm_Flags    unsigned short int in struct SpecialMonitor
              +0x0018 graphics/monitor.h: *145

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spm_Node      struct ExtendedNode(size 0x0018 bytes) in struct
               SpecialMonitor
               +0x0000 graphics/monitor.h: *144
spr            array [8] of struct SpriteDef(size 0x0008 bytes) in struct
               Custom
               +0x0140 hardware/custom.h: *121
sprRsrvd      char in struct GelsInfo +0x0000 graphics/rastport.h: *43
sprhstop      unsigned short int in struct Custom
               +0x01d2 hardware/custom.h: *132
sprhstrt      unsigned short int in struct Custom
               +0x01d0 hardware/custom.h: *131
sprpt         array [8] of pointer to void in struct Custom
               +0x0120 hardware/custom.h: *115
sprstop       array [4] of unsigned short int in struct copinit
               +0x0070 graphics/copper.h: *103
sprstrtup     array [32] of unsigned short int in struct copinit
               +0x0014 graphics/copper.h: *97
sqrt          #define IEEEEDPSqrt  libraries/mathffp.h: *49
               libraries/mathieeeep.h: *49
sr_Link       struct MinNode(size 0x0008 bytes) in struct SemaphoreRequest
               +0x0000 exec/semaphores.h: *36
sr_Waiter     pointer to struct Task in struct SemaphoreRequest
               +0x0008 exec/semaphores.h: *37
ss_Link       struct Node(size 0x000e bytes) in struct SignalSemaphore
               +0x0000 exec/semaphores.h: *42
ss_MultipleLink struct SemaphoreRequest(size 0x000c bytes) in struct
               SignalSemaphore
               +0x001c exec/semaphores.h: *45
ss_NestCount  short int in struct SignalSemaphore
               +0x000e exec/semaphores.h: *43
ss_Owner      pointer to struct Task in struct SignalSemaphore
               +0x0028 exec/semaphores.h: *46
ss_QueueCount short int in struct SignalSemaphore
               +0x002c exec/semaphores.h: *47
ss_WaitQueue  struct MinList(size 0x000c bytes) in struct SignalSemaphore
               +0x0010 exec/semaphores.h: *44
start         pointer to unsigned short int in struct cprlist
               +0x0004 graphics/copper.h: *59
stat          char in struct bltnode +0x0008 hardware/blit.h: *94
strequ        unsigned short int in struct Custom
               +0x0038 hardware/custom.h: *55
strhor        unsigned short int in struct Custom
               +0x003c hardware/custom.h: *57
strlong       unsigned short int in struct Custom
               +0x003e hardware/custom.h: *58
strvbl        unsigned short int in struct Custom
               +0x003a hardware/custom.h: *56
sync          unsigned char in struct mouth_rb
               +0x005b devices/narrator.h: *133
system_bplcon0 short int in struct GfxBase +0x00a4 graphics/gfxbase.h: *43
SAVEBACK      #define 0x0002 = 0x00000002  graphics/gels.h: *23
SAVEBOB       #define 0x0001 = 0x00000001  graphics/gels.h: *35
SAVEPRESERVE  #define 0x1000 = 0x00001000  graphics/gels.h: *42
SA_AutoScroll #define (SA_Dummy + 0x0019) = 0x80000039
               intuition/screens.h: *273
SA_Behind     #define (SA_Dummy + 0x0017) = 0x80000037
               intuition/screens.h: *269

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SA_BitMap	#define (SA_Dummy + 0x000E) = 0x8000002e intuition/screens.h: *229	
SA_BlockPen	#define (SA_Dummy + 0x0007) = 0x80000027 intuition/screens.h: *210	
SA_Colors	#define (SA_Dummy + 0x0009) = 0x80000029 intuition/screens.h: *213	
SA_DClip	#define (SA_Dummy + 0x0013) = 0x80000033 intuition/screens.h: *247	
SA_Depth	#define (SA_Dummy + 0x0005) = 0x80000025 intuition/screens.h: *206	
SA_DetailPen	#define (SA_Dummy + 0x0006) = 0x80000026 intuition/screens.h: *208	
SA_DisplayID	#define (SA_Dummy + 0x0012) = 0x80000032 intuition/screens.h: *243	
SA_Dummy	#define (TAG_USER + 32) = 0x80000020 intuition/screens.h: *197	
SA_ErrorCode	#define (SA_Dummy + 0x000A) = 0x8000002a intuition/screens.h: *218	
SA_Font	#define (SA_Dummy + 0x000B) = 0x8000002b intuition/screens.h: *220	
SA_FullPalette	#define (SA_Dummy + 0x001B) = 0x8000003b intuition/screens.h: *279	
SA_Height	#define (SA_Dummy + 0x0004) = 0x80000024 intuition/screens.h: *204	
SA_Left	#define (SA_Dummy + 0x0001) = 0x80000021 intuition/screens.h: *201	
SA_Obsolete1	#define (SA_Dummy + 0x0015) = 0x80000035 intuition/screens.h: *263	
SA_Overscan	#define (SA_Dummy + 0x0014) = 0x80000034 intuition/screens.h: *251	
SA_Pens	#define (SA_Dummy + 0x001A) = 0x8000003a intuition/screens.h: *275	
SA_PubName	#define (SA_Dummy + 0x000F) = 0x8000002f intuition/screens.h: *233	
SA_PubSig	#define (SA_Dummy + 0x0010) = 0x80000030 intuition/screens.h: *238	
SA_PubTask	#define (SA_Dummy + 0x0011) = 0x80000031 intuition/screens.h: *239	
SA_Quiet	#define (SA_Dummy + 0x0018) = 0x80000038 intuition/screens.h: *271	
SA_ShowTitle	#define (SA_Dummy + 0x0016) = 0x80000036 intuition/screens.h: *267	
SA_SysFont	#define (SA_Dummy + 0x000C) = 0x8000002c intuition/screens.h: *222	
SA_Title	#define (SA_Dummy + 0x0008) = 0x80000028 intuition/screens.h: *211	
SA_Top	#define (SA_Dummy + 0x0002) = 0x80000022 intuition/screens.h: *202	
SA_Type	#define (SA_Dummy + 0x000D) = 0x8000002d intuition/screens.h: *227	
SA_Width	#define (SA_Dummy + 0x0003) = 0x80000023 intuition/screens.h: *203	
SBUF_SIZE_BITS	#define 0x0F = 0x0000000f	intuition/preferences.h: *220
SBUF_1024	#define 0x01 = 0x00000001	intuition/preferences.h: *209
SBUF_16000	#define 0x05 = 0x00000005	intuition/preferences.h: *213
SBUF_2048	#define 0x02 = 0x00000002	intuition/preferences.h: *210
SBUF_4096	#define 0x03 = 0x00000003	intuition/preferences.h: *211

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SBUF_512          #define 0x00 = 0x00000000 intuition/preferences.h: *208
SBUF_8000         #define 0x04 = 0x00000004 intuition/preferences.h: *212
SCREENBEHIND      #define 0x0080 = 0x00000080 intuition/screens.h: *173
SCREENHIRES       #define 0x0200 = 0x00000200 intuition/screens.h: *177
SCREENQUIET       #define 0x0100 = 0x00000100 intuition/screens.h: *176
SCREENTYPE        #define 0x000F = 0x0000000f intuition/screens.h: *159
SCREEN_DRAG       #define (1<<14) = 0x00004000 intuition/preferences.h: *137
SCRGADGET         #define GTYP_SCRGADGET = 0x00004000
                  intuition/iobsolete.h: *93
SCROLLERIDCMP     #define (IDCMP_GADGETUP | IDCMP_GADGETDOWN | IDCMP_MOUSEMOVE)
                  = 0x00000070
                  libraries/gadtools.h: *78
SCROLLER_KIND     #define 9 = 0x00000009 libraries/gadtools.h: *43
SCSIB_AUTOSENSE   #define 1 = 0x00000001 devices/scsidisk.h: *105
SCSIB_OLDAUTOSENSE #define 2 = 0x00000002 devices/scsidisk.h: *106
SCSIB_READ_WRITE  #define 0 = 0x00000000 devices/scsidisk.h: *98
SCSICmd           structure tag size 0x001e devices/scsidisk.h: *73
SCSIF_AUTOSENSE   #define 2 = 0x00000002 devices/scsidisk.h: *101
SCSIF_NOSENSE     #define 0 = 0x00000000 devices/scsidisk.h: *100
SCSIF_OLDAUTOSENSE #define 6 = 0x00000006 devices/scsidisk.h: *103
SCSIF_READ        #define 1 = 0x00000001 devices/scsidisk.h: *97
SCSIF_WRITE       #define 0 = 0x00000000 devices/scsidisk.h: *96
SDCMD_BREAK       #define (CMD_NONSTD+1) = 0x0000000a devices/serial.h: *96
SDCMD_QUERY       #define CMD_NONSTD = 0x00000009 devices/serial.h: *95
SDCMD_SETPARAMS   #define (CMD_NONSTD+2) = 0x0000000b devices/serial.h: *97
SDEPTHIMAGE      #define (0x05L) = 0x00000005 intuition/imageclass.h: *105
SDOWNBACK         #define GTYP_SDOWNBACK = 0x00000070
                  intuition/iobsolete.h: *102
SDOWNBACKGADGET   #define 6 = 0x00000006 intuition/intuitionbase.h: *53
SDRAGGADGET       #define 7 = 0x00000007 intuition/intuitionbase.h: *54
SDRAGGING         #define GTYP_SDRAGGING = 0x00000030
                  intuition/iobsolete.h: *98
SELECTDOWN        #define (IECODE_LBUTTON) = 0x00000068
                  intuition/intuition.h: *1331
SELECTED          #define GFLG_SELECTED = 0x00000080
                  intuition/iobsolete.h: *59
SELECTUP          #define (IECODE_LBUTTON | IECODE_UP_PREFIX) = 0x000000e8
                  intuition/intuition.h: *1330
SERB_7WIRE        #define 2 = 0x00000002 devices/serial.h: *110
SERB_EOFMODE      #define 6 = 0x00000006 devices/serial.h: *102
SERB_PARTY_ODD    #define 1 = 0x00000001 devices/serial.h: *112
SERB_PARTY_ON     #define 0 = 0x00000000 devices/serial.h: *114
SERB_QUEUEDBRK   #define 3 = 0x00000003 devices/serial.h: *108
SERB_RAD_BOOGIE   #define 4 = 0x00000004 devices/serial.h: *106
SERB_SHARED       #define 5 = 0x00000005 devices/serial.h: *104
SERB_XDISABLED    #define 7 = 0x00000007 devices/serial.h: *100
SERF_7WIRE        #define (1<<2) = 0x00000004 devices/serial.h: *111
SERF_EOFMODE      #define (1<<6) = 0x00000040 devices/serial.h: *103
SERF_PARTY_ODD    #define (1<<1) = 0x00000002 devices/serial.h: *113
SERF_PARTY_ON     #define (1<<0) = 0x00000001 devices/serial.h: *115
SERF_QUEUEDBRK   #define (1<<3) = 0x00000008 devices/serial.h: *109
SERF_RAD_BOOGIE   #define (1<<4) = 0x00000010 devices/serial.h: *107
SERF_SHARED       #define (1<<5) = 0x00000020 devices/serial.h: *105
SERF_XDISABLED    #define (1<<7) = 0x00000080 devices/serial.h: *101
SERIALNAME        #define "serial.device" devices/serial.h: *180
SERIAL_PRINTER    #define 0x01 = 0x00000001 intuition/preferences.h: *142
SER_DEFAULT_CTLCHAR #define 0x11130000 = 0x11130000 devices/serial.h: *28

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SEXTB_MARK      #define 0 = 0x00000000  devices/serial.h: *133
SEXTB_MSPON     #define 1 = 0x00000001  devices/serial.h: *130
SEXTF_MARK      #define (1<<0) = 0x00000001  devices/serial.h: *134
SEXTF_MSPON     #define (1<<1) = 0x00000002  devices/serial.h: *132
SGA_BEEP        #define (0x4L) = 0x00000004  intuition/sghooks.h: *116
SGA_END         #define (0x2L) = 0x00000002  intuition/sghooks.h: *115
SGA_NEXTACTIVE  #define (0x20L) = 0x00000020  intuition/sghooks.h: *121
SGA_PREVACTIVE  #define (0x40L) = 0x00000040  intuition/sghooks.h: *122
SGA_REDISPLAY   #define (0x10L) = 0x00000010  intuition/sghooks.h: *118
SGA_REUSE       #define (0x8L) = 0x00000008  intuition/sghooks.h: *117
SGA_USE         #define (0x1L) = 0x00000001  intuition/sghooks.h: *114
SGH_CLICK       #define (2L) = 0x00000002  intuition/sghooks.h: *127
SGH_KEY         #define (1L) = 0x00000001  intuition/sghooks.h: *126
SGM_CONTROL     #define (1L << 5) = 0x00000020  intuition/sghooks.h: *110
SGM_EXITHELP    #define (1L << 7) = 0x00000080  intuition/sghooks.h: *104
SGM_FIXEDFIELD  #define (1L << 1) = 0x00000002  intuition/sghooks.h: *99
SGM_LONGINT     #define (1L << 6) = 0x00000040  intuition/sghooks.h: *111
SGM_NOCHANGE    #define (1L << 3) = 0x00000008  intuition/sghooks.h: *108
SGM_NOFILTER    #define (1L << 2) = 0x00000004  intuition/sghooks.h: *101
SGM_NOWORKB     #define (1L << 4) = 0x00000010  intuition/sghooks.h: *109
SGM_REPLACE     #define (1L << 0) = 0x00000001  intuition/sghooks.h: *94
SGR_BLACK       #define 30 = 0x0000001e  devices/console.h: *43
SGR_BLACKBG     #define 40 = 0x00000028  devices/console.h: *53
SGR_BLUE        #define 34 = 0x00000022  devices/console.h: *47
SGR_BLUEBG     #define 44 = 0x0000002c  devices/console.h: *57
SGR_BOLD        #define 1 = 0x00000001  devices/console.h: *32
SGR_CLR0        #define 30 = 0x0000001e  devices/console.h: *65
SGR_CLR0BG     #define 40 = 0x00000028  devices/console.h: *74
SGR_CLR1        #define 31 = 0x0000001f  devices/console.h: *66
SGR_CLR1BG     #define 41 = 0x00000029  devices/console.h: *75
SGR_CLR2        #define 32 = 0x00000020  devices/console.h: *67
SGR_CLR2BG     #define 42 = 0x0000002a  devices/console.h: *76
SGR_CLR3        #define 33 = 0x00000021  devices/console.h: *68
SGR_CLR3BG     #define 43 = 0x0000002b  devices/console.h: *77
SGR_CLR4        #define 34 = 0x00000022  devices/console.h: *69
SGR_CLR4BG     #define 44 = 0x0000002c  devices/console.h: *78
SGR_CLR5        #define 35 = 0x00000023  devices/console.h: *70
SGR_CLR5BG     #define 45 = 0x0000002d  devices/console.h: *79
SGR_CLR6        #define 36 = 0x00000024  devices/console.h: *71
SGR_CLR6BG     #define 46 = 0x0000002e  devices/console.h: *80
SGR_CLR7        #define 37 = 0x00000025  devices/console.h: *72
SGR_CLR7BG     #define 47 = 0x0000002f  devices/console.h: *81
SGR_CYAN        #define 36 = 0x00000024  devices/console.h: *49
SGR_CYANBG     #define 46 = 0x0000002e  devices/console.h: *59
SGR_DEFAULT     #define 39 = 0x00000027  devices/console.h: *51
SGR_DEFAULTBG   #define 49 = 0x00000031  devices/console.h: *61
SGR_GREEN       #define 32 = 0x00000020  devices/console.h: *45
SGR_GREENBG     #define 42 = 0x0000002a  devices/console.h: *55
SGR_ITALIC      #define 3 = 0x00000003  devices/console.h: *33
SGR_MAGENTA     #define 35 = 0x00000023  devices/console.h: *48
SGR_MAGENTABG   #define 45 = 0x0000002d  devices/console.h: *58
SGR_NEGATIVE     #define 7 = 0x00000007  devices/console.h: *35
SGR_NORMAL      #define 22 = 0x00000016  devices/console.h: *37
SGR_NOTITALIC   #define 23 = 0x00000017  devices/console.h: *38
SGR_NOTUNDERScore #define 24 = 0x00000018  devices/console.h: *39
SGR_POSITIVE     #define 27 = 0x0000001b  devices/console.h: *40
SGR_PRIMARY     #define 0 = 0x00000000  devices/console.h: *31
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SGR_RED          #define 31 = 0x0000001f  devices/console.h: *44
SGR_REDBG        #define 41 = 0x00000029  devices/console.h: *54
SGR_UNDESCORE    #define 4 = 0x00000004  devices/console.h: *34
SGR_WHITE        #define 37 = 0x00000025  devices/console.h: *50
SGR_WHITEBG      #define 47 = 0x0000002f  devices/console.h: *60
SGR_YELLOW       #define 33 = 0x00000021  devices/console.h: *46
SGR_YELLOWBG     #define 43 = 0x0000002b  devices/console.h: *56
SGWork           structure tag size 0x002c intuition/sghooks.h: *33
SG_DEFAULTMAXCHARS #define (128) = 0x00000080 intuition/gadgetclass.h: *147
SHADE_BW         #define 0x00 = 0x00000000 intuition/preferences.h: *180
SHADE_COLOR      #define 0x02 = 0x00000002 intuition/preferences.h: *182
SHADE_GREYSCALE  #define 0x01 = 0x00000001 intuition/preferences.h: *181
SHADOWPEN        #define (0x0004) = 0x00000004 intuition/screens.h: *86
SHAKNUM          macro (1 argument) intuition/intuition.h: *1281
SHANGHAI         #define 0x0001 = 0x00000001 intuition/screens.h: *397
SHARED_LOCK      #define -2 = 0xffffffff dos/dos.h: *49
SHFCprList       pointer to struct cprlist in struct View
                  +0x0008 graphics/view.h: *62
SHFlist          pointer to unsigned short int in struct GfxBase
                  +0x0036 graphics/gfxbase.h: *33
SHIFTTITEM       macro (1 argument) intuition/intuition.h: *1271
SHIFTMENU        macro (1 argument) intuition/intuition.h: *1270
SHIFTSUB         macro (1 argument) intuition/intuition.h: *1272
SHINEPEN         #define (0x0003) = 0x00000003 intuition/screens.h: *85
SHORT            short int exec/types.h: *56
SHOWTITLE        #define 0x0010 = 0x00000010 intuition/screens.h: *165
SHSHAKE_BITS     #define 0x0F = 0x0000000f intuition/preferences.h: *223
SHSHAKE_NONE     #define 2 = 0x00000002 intuition/preferences.h: *237
SHSHAKE_RTS      #define 1 = 0x00000001 intuition/preferences.h: *236
SHSHAKE_XON      #define 0 = 0x00000000 intuition/preferences.h: *235
SIGBREAKB_CTRL_C #define 12 = 0x0000000c dos/dos.h: *204
SIGBREAKB_CTRL_D #define 13 = 0x0000000d dos/dos.h: *205
SIGBREAKB_CTRL_E #define 14 = 0x0000000e dos/dos.h: *206
SIGBREAKB_CTRL_F #define 15 = 0x0000000f dos/dos.h: *207
SIGBREAKF_CTRL_C #define (1<<SIGBREAKB_CTRL_C) = 0x00001000 dos/dos.h: *211
SIGBREAKF_CTRL_D #define (1<<SIGBREAKB_CTRL_D) = 0x00002000 dos/dos.h: *212
SIGBREAKF_CTRL_E #define (1<<SIGBREAKB_CTRL_E) = 0x00004000 dos/dos.h: *213
SIGBREAKF_CTRL_F #define ((long)1<<SIGBREAKB_CTRL_F) = 0x00008000
                  dos/dos.h: *214
SIGB_ABORT       #define 0 = 0x00000000 exec/tasks.h: *76
SIGB_BLIT        #define 4 = 0x00000004 exec/tasks.h: *78
SIGB_CHILD       #define 1 = 0x00000001 exec/tasks.h: *77
SIGB_DOS         #define 8 = 0x00000008 exec/tasks.h: *81
SIGB_INTUITION   #define 5 = 0x00000005 exec/tasks.h: *80
SIGB_SINGLE      #define 4 = 0x00000004 exec/tasks.h: *79
SIGF_ABORT       #define (1L<<0) = 0x00000001 exec/tasks.h: *83
SIGF_BLIT        #define (1L<<4) = 0x00000010 exec/tasks.h: *85
SIGF_CHILD       #define (1L<<1) = 0x00000002 exec/tasks.h: *84
SIGF_DOS         #define (1L<<8) = 0x00000100 exec/tasks.h: *88
SIGF_INTUITION   #define (1L<<5) = 0x00000020 exec/tasks.h: *87
SIGF_SINGLE      #define (1L<<4) = 0x00000010 exec/tasks.h: *86
SIGN             macro (1 argument) intuition/intuition.h: *1293
SIGNFLAG         #define 0x40 = 0x00000040 hardware/blit.h: *73
SIH_PRIMASK      #define (0xf0) = 0x000000f0 exec/interrupts.h: *43
SIMPLEREQ        #define 0x0010 = 0x00000010 intuition/intuition.h: *190
SIMPLE_REFRESH   #define WFLG_SIMPLE_REFRESH = 0x00000040
                  intuition/iobsolete.h: *153

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SINGLE                #define 0x80 = 0x00000080 intuition/preferences.h: *156
SIX_LPI              #define 0x000 = 0x00000000 intuition/preferences.h: *168
SIZEBBOTTOM          #define WFLG_SIZEBBOTTOM = 0x00000020
                     intuition/iobsolete.h: *150
SIZEBRIGHT          #define WFLG_SIZEBRIGHT = 0x00000010
                     intuition/iobsolete.h: *149
SIZEGADGET           #define 2 = 0x00000002 intuition/intuitionbase.h: *49
SIZEIMAGE            #define (0x02L) = 0x00000002 intuition/imageclass.h: *103
SIZEOF_INSTANCE      macro (1 argument) intuition/classes.h: *52
SIZEVERIFY           #define IDCMP_SIZEVERIFY = 0x00000001
                     intuition/iobsolete.h: *114
SIZING               #define GTYP_SIZING = 0x00000010 intuition/iobsolete.h: *96
SLIDERIDCMP          #define (IDCMP_GADGETUP | IDCMP_GADGETDOWN | IDCMP_MOUSEMOVE)
                     = 0x00000070
                     libraries/gadtools.h: *79
SLIDER_KIND          #define 11 = 0x0000000b libraries/gadtools.h: *45
SMART_REFRESH        #define WFLG_SMART_REFRESH = 0x00000000
                     intuition/iobsolete.h: *152
SPARITY_BITS         #define 0xF0 = 0x000000f0 intuition/preferences.h: *222
SPARITY_EVEN         #define 1 = 0x00000001 intuition/preferences.h: *229
SPARITY_NONE         #define 0 = 0x00000000 intuition/preferences.h: *228
SPARITY_ODD          #define 2 = 0x00000002 intuition/preferences.h: *230
SPARNUM              macro (1 argument) intuition/intuition.h: *1280
SPAbs                function returning "LONG" libraries/mathffp.h: *60
SPAcos               function returning "LONG" libraries/mathffp.h: *72
SPAdd                function returning "LONG" libraries/mathffp.h: *67
SPAsin               function returning "LONG" libraries/mathffp.h: *72
SPAtan               function returning "LONG" libraries/mathffp.h: *72
SPCeil               function returning "LONG" libraries/mathffp.h: *62
SPCos                function returning "LONG" libraries/mathffp.h: *73
SPCosh               function returning "LONG" libraries/mathffp.h: *74
SPDiv                function returning "LONG" libraries/mathffp.h: *70
SPECIAL_ASPECT       #define 0x0080 = 0x00000080 devices/printer.h: *182
SPECIAL_BEAMCON      #define ( VARVBLANK | LODDIS | VARVSYNC | VARBEAM | CSBLANK )
                     = 0x00001a88
                     graphics/monitor.h: *78
SPECIAL_CENTER       #define 0x0040 = 0x00000040 devices/printer.h: *181
SPECIAL_DENSITY1     #define 0x0100 = 0x00000100 devices/printer.h: *183
SPECIAL_DENSITY2     #define 0x0200 = 0x00000200 devices/printer.h: *184
SPECIAL_DENSITY3     #define 0x0300 = 0x00000300 devices/printer.h: *185
SPECIAL_DENSITY4     #define 0x0400 = 0x00000400 devices/printer.h: *186
SPECIAL_DENSITY5     #define 0x0500 = 0x00000500 devices/printer.h: *187
SPECIAL_DENSITY6     #define 0x0600 = 0x00000600 devices/printer.h: *188
SPECIAL_DENSITY7     #define 0x0700 = 0x00000700 devices/printer.h: *189
SPECIAL_DENSITYMASK  #define 0x0700 = 0x00000700 devices/printer.h: *221
SPECIAL_DIMENSIONSMASK #define (SPECIAL_MILCOLS|SPECIAL_MILROWS|
                     SPECIAL_FULLCOLS|SPECIAL_FULLROWS |
                     SPECIAL_FRACCOLS|SPECIAL_FRACROWS|
                     SPECIAL_ASPECT) = 0x000000bf
                     devices/printer.h: *224
SPECIAL_FRACCOLS     #define 0x0010 = 0x00000010 devices/printer.h: *179
SPECIAL_FRACROWS     #define 0x0020 = 0x00000020 devices/printer.h: *180
SPECIAL_FULLCOLS     #define 0x0004 = 0x00000004 devices/printer.h: *177
SPECIAL_FULLROWS     #define 0x0008 = 0x00000008 devices/printer.h: *178
SPECIAL_MILCOLS      #define 0x0001 = 0x00000001 devices/printer.h: *175
SPECIAL_MILROWS      #define 0x0002 = 0x00000002 devices/printer.h: *176
SPECIAL_MONITOR_TYPE #define 3 = 0x00000003 graphics/gfxnodes.h: *35

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SPECIAL_NOFORMFEED #define 0x0800 = 0x00000800 devices/printer.h: *190
SPECIAL_NOPRINT #define 0x2000 = 0x00002000 devices/printer.h: *201
SPECIAL_TRUSTME #define 0x1000 = 0x00001000 devices/printer.h: *191
SPExp function returning "LONG" libraries/mathffp.h: *75
SPFieee function returning "LONG" libraries/mathffp.h: *76
SPFfloor function returning "LONG" libraries/mathffp.h: *61
SPFflt function returning "LONG" libraries/mathffp.h: *57
SPLog function returning "LONG" libraries/mathffp.h: *75
SPLog10 function returning "LONG" libraries/mathffp.h: *75
SPMul function returning "LONG" libraries/mathffp.h: *69
SPNeg function returning "LONG" libraries/mathffp.h: *66
SPPow function returning "LONG" libraries/mathffp.h: *75
SPRITES #define 0x4000 = 0x00004000 graphics/view.h: *100
SPRITE_ATTACHED #define 0x80 = 0x00000080 graphics/sprite.h: *19
SPSin function returning "LONG" libraries/mathffp.h: *73
SPSincos function returning "LONG" libraries/mathffp.h: *73
SPSinh function returning "LONG" libraries/mathffp.h: *74
SPSqrt function returning "LONG" libraries/mathffp.h: *76
SPSub function returning "LONG" libraries/mathffp.h: *68
SPTan function returning "LONG" libraries/mathffp.h: *73
SPTanh function returning "LONG" libraries/mathffp.h: *74
SRBNUM macro (1 argument) intuition/intuition.h: *1277
SRCA #define 0x800 = 0x00000800 hardware/blit.h: *61
SRCB #define 0x400 = 0x00000400 hardware/blit.h: *60
SRCC #define 0x200 = 0x00000200 hardware/blit.h: *59
SREAD_BITS #define 0xF0 = 0x000000f0 intuition/preferences.h: *216
SSBNUM macro (1 argument) intuition/intuition.h: *1279
SSTOP_BITS #define 0xF0 = 0x000000f0 intuition/preferences.h: *219
SS_GRAPHICS #define 0x02 = 0x00000002 graphics/gfxnodes.h: *31
STANDARD_COLORCLOCKS #define 226 = 0x000000e2 graphics/monitor.h: *72
STANDARD_DENISE_MAX #define 455 = 0x000001c7 graphics/monitor.h: *73
STANDARD_DENISE_MIN #define 93 = 0x0000005d graphics/monitor.h: *74
STANDARD_HBSTOP #define 0x2C = 0x0000002c graphics/monitor.h: *87
STANDARD_HBSTRT #define 0x06 = 0x00000006 graphics/monitor.h: *84
STANDARD_HSSTOP #define 0x1C = 0x0000001c graphics/monitor.h: *86
STANDARD_HSSTRT #define 0x0B = 0x0000000b graphics/monitor.h: *85
STANDARD_MONITOR_MASK #define ( REQUEST_NTSC | REQUEST_PAL ) = 0x00000003
graphics/monitor.h: *68
STANDARD_NTSC_BEAMCON #define ( 0x0000 ) = 0x00000000 graphics/monitor.h: *75
STANDARD_NTSC_ROWS #define 262 = 0x00000106 graphics/monitor.h: *70
STANDARD_PAL_BEAMCON #define ( DISPLAYPAL ) = 0x00000020
graphics/monitor.h: *76
STANDARD_PAL_ROWS #define 312 = 0x00000138 graphics/monitor.h: *71
STANDARD_VBSTOP #define 0x1066 = 0x00001066 graphics/monitor.h: *91
STANDARD_VBSTRT #define 0x0122 = 0x00000122 graphics/monitor.h: *88
STANDARD_VIEW_X #define 0x81 = 0x00000081 graphics/monitor.h: *82
STANDARD_VIEW_Y #define 0x2C = 0x0000002c graphics/monitor.h: *83
STANDARD_VSSTOP #define 0x03AA = 0x000003aa graphics/monitor.h: *90
STANDARD_VSSTRT #define 0x02A6 = 0x000002a6 graphics/monitor.h: *89
STANDARD_XOFFSET #define 9 = 0x00000009 graphics/monitor.h: *58
STANDARD_YOFFSET #define 0 = 0x00000000 graphics/monitor.h: *59
STATIC #define static exec/types.h: *22
STDSCREENHEIGHT #define -1 = 0xffffffff intuition/screens.h: *184
STDSCREENWIDTH #define -1 = 0xffffffff intuition/screens.h: *185
STRGADGET #define GTYPE_STRGADGET = 0x00000004
intuition/iobsolete.h: *107
STRGCLASS #define "strgclass" intuition/classusr.h: *49
```

```
STRINGA_ActivePens #define (STRINGA_Dummy + 0x000A) = 0x8003200a
                    intuition/gadgetclass.h: *127
STRINGA_AltKeyMap #define (STRINGA_Dummy + 0x0007) = 0x80032007
                    intuition/gadgetclass.h: *124
STRINGA_Buffer #define (STRINGA_Dummy + 0x0002) = 0x80032002
                intuition/gadgetclass.h: *119
STRINGA_BufferPos #define (STRINGA_Dummy + 0x0005) = 0x80032005
                  intuition/gadgetclass.h: *122
STRINGA_DispPos #define (STRINGA_Dummy + 0x0006) = 0x80032006
                intuition/gadgetclass.h: *123
STRINGA_Dummy #define (TAG_USER +0x32000) = 0x80032000
              intuition/gadgetclass.h: *117
STRINGA_EditHook #define (STRINGA_Dummy + 0x000B) = 0x8003200b
                  intuition/gadgetclass.h: *128
STRINGA_EditModes #define (STRINGA_Dummy + 0x000C) = 0x8003200c
                  intuition/gadgetclass.h: *129
STRINGA_ExitHelp #define (STRINGA_Dummy + 0x0013) = 0x80032013
                  intuition/gadgetclass.h: *141
STRINGA_FixedFieldMode #define (STRINGA_Dummy + 0x000E) = 0x8003200e
                       intuition/gadgetclass.h: *133
STRINGA_Font #define (STRINGA_Dummy + 0x0008) = 0x80032008
              intuition/gadgetclass.h: *125
STRINGA_Justification #define (STRINGA_Dummy + 0x0010) = 0x80032010
                      intuition/gadgetclass.h: *136
STRINGA_LongVal #define (STRINGA_Dummy + 0x0011) = 0x80032011
                intuition/gadgetclass.h: *138
STRINGA_MaxChars #define (STRINGA_Dummy + 0x0001) = 0x80032001
                 intuition/gadgetclass.h: *118
STRINGA_NoFilterMode #define (STRINGA_Dummy + 0x000F) = 0x8003200f
                     intuition/gadgetclass.h: *134
STRINGA_Pens #define (STRINGA_Dummy + 0x0009) = 0x80032009
              intuition/gadgetclass.h: *126
STRINGA_ReplaceMode #define (STRINGA_Dummy + 0x000D) = 0x8003200d
                    intuition/gadgetclass.h: *132
STRINGA_TextVal #define (STRINGA_Dummy + 0x0012) = 0x80032012
                intuition/gadgetclass.h: *139
STRINGA_UndoBuffer #define (STRINGA_Dummy + 0x0003) = 0x80032003
                   intuition/gadgetclass.h: *120
STRINGA_WorkBuffer #define (STRINGA_Dummy + 0x0004) = 0x80032004
                    intuition/gadgetclass.h: *121
STRINGCENTER #define GACT_STRINGCENTER = 0x00000200
              intuition/iobsolete.h: *81
STRINGEXTEND #define GACT_STRINGEXTEND = 0x00002000
              intuition/iobsolete.h: *85
STRINGIDCMP #define (IDCMP_GADGETUP) = 0x00000040
              libraries/gadtools.h: *80
STRINGLEFT #define GACT_STRINGLEFT = 0x00000000
            intuition/iobsolete.h: *80
STRINGRIGHT #define GACT_STRINGRIGHT = 0x00000400
             intuition/iobsolete.h: *82
STRING_KIND #define 12 = 0x0000000c libraries/gadtools.h: *46
STRPTR pointer to unsigned char exec/types.h: *52
ST_FILE #define -3 = 0xffffffff dos/dosextens.h: *477
ST_LINKDIR #define 4 = 0x00000004 dos/dosextens.h: *476
ST_LINKFILE #define -4 = 0xffffffff dos/dosextens.h: *478
ST_ROOT #define 1 = 0x00000001 dos/dosextens.h: *473
ST_SOFTLINK #define 3 = 0x00000003 dos/dosextens.h: *475
```

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ST_USERDIR      #define 2 = 0x00000002  dos/dosextens.h: *474
SUBNUM          macro (1 argument)  intuition/intuition.h: *1268
SUD             #define 0x10 = 0x00000010  hardware/blit.h: *76
SUL             #define 0x8 = 0x00000008  hardware/blit.h: *77
SUPERDPF2_KEY   #define 0x00008460 = 0x00008460  graphics/displayinfo.h: *171
SUPERDPF_KEY    #define 0x00008420 = 0x00008420  graphics/displayinfo.h: *165
SUPERHIRES      #define 0x0020 = 0x00000020  graphics/view.h: *92
SUPERLACEDPF2_KEY #define 0x00008464 = 0x00008464
                graphics/displayinfo.h: *174
SUPERLACEDPF_KEY #define 0x00008424 = 0x00008424  graphics/displayinfo.h: *168
SUPERLACE_KEY   #define 0x00008024 = 0x00008024  graphics/displayinfo.h: *161
SUPER_BITMAP    #define WFLG_SUPER_BITMAP = 0x00000080
                intuition/iobsolete.h: *154
SUPER_KEY       #define 0x00008020 = 0x00008020  graphics/displayinfo.h: *157
SUPFRONT        #define GTYP_SUPFRONT = 0x00000050
                intuition/iobsolete.h: *100
SUPFRONTGADGET  #define 5 = 0x00000005  intuition/intuitionbase.h: *52
SUSERFLAGS      #define 0x00FF = 0x000000ff  graphics/gels.h: *21
SWBNUM          macro (1 argument)  intuition/intuition.h: *1278
SWRITE_BITS     #define 0x0F = 0x0000000f  intuition/preferences.h: *217
SYSGADGET       #define GTYP_SYSGADGET = 0x00008000
                intuition/iobsolete.h: *92
SYSIA_Depth     #define (IA_Dummy + 0x0C) = 0x8002000c
                intuition/imageclass.h: *74
SYSIA_DrawInfo  #define (IA_Dummy + 0x18) = 0x80020018
                intuition/imageclass.h: *80
SYSIA_Pens      #define IA_Pens = 0x8002000e  intuition/imageclass.h: *84
SYSIA_Size      #define (IA_Dummy + 0x0B) = 0x8002000b
                intuition/imageclass.h: *72
SYSIA_Which     #define (IA_Dummy + 0x0D) = 0x8002000d
                intuition/imageclass.h: *78
SYSICLASS       #define "sysiclass"  intuition/classusr.h: *45
SYSISIZE_HIRES  #define (2) = 0x00000002  intuition/imageclass.h: *94
SYSISIZE_LOWRES #define (1) = 0x00000001  intuition/imageclass.h: *93
SYSISIZE_MEDRES #define (0) = 0x00000000  intuition/imageclass.h: *92
SYSREQUEST      #define 0x4000 = 0x00004000  intuition/intuition.h: *205
SYS_Asynch      #define (SYS_Dummy + 3) = 0x80000023  dos/dostags.h: *29
SYS_CustomShell #define (SYS_Dummy + 5) = 0x80000025  dos/dostags.h: *33
SYS_Dummy       #define (TAG_USER + 32) = 0x80000020  dos/dostags.h: *24
SYS_Input       #define (SYS_Dummy + 1) = 0x80000021  dos/dostags.h: *25
SYS_Output      #define (SYS_Dummy + 2) = 0x80000022  dos/dostags.h: *27
SYS_UserShell   #define (SYS_Dummy + 4) = 0x80000024  dos/dostags.h: *31
SatisfyMsg      structure tag size 0x001a devices/clipboard.h: *59
SaveBuffer      pointer to short int in struct Bob
                +0x0002 graphics/gels.h: *145
SaveColor0      unsigned short int in struct Screen
                +0x014c intuition/screens.h: *142
Screen          structure tag size 0x015a devices/inpotevent.h: *89
                intuition/intuition.h: 819, 1005, 1057
                intuition/screens.h: 98, 100, 384
                intuition/cghooks.h: 29
                intuition/intuitionbase.h: 75, 80
Screen          pointer to struct Screen in struct NewWindow
                +0x001e intuition/intuition.h: *1005
Screen          pointer to struct Screen in struct ExtNewWindow
                +0x001e intuition/intuition.h: *1057
ScreenTitle     pointer to unsigned char in struct Window

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+0x0068 intuition/intuition.h: *867
Scroll_X      short int in struct Layer +0x002c graphics/clip.h: *47
Scroll_Y      short int in struct Layer +0x002e graphics/clip.h: *47
Seconds       unsigned long int in struct IntuiMessage
+0x0024 intuition/intuition.h: *708
Seconds       unsigned long int in struct IntuitionBase
+0x0048 intuition/intuitionbase.h: *86
Segment       structure tag size 0x0010 dos/dosextens.h: *288
SelectFill    pointer to void in struct MenuItem
+0x0016 intuition/intuition.h: *104
SelectRender  pointer to void in struct Gadget
+0x0016 intuition/intuition.h: *238
Semaphore     structure tag size 0x0024 exec/semaphores.h: *54
SemaphoreList struct List(size 0x000e bytes) in struct ExecBase
+0x0214 exec/execbase.h: *114
SemaphoreRequest structure tag size 0x000c exec/semaphores.h: *35, 45
SerErr_BaudMismatch #define 2 = 0x00000002 devices/serial.h: *138
SerErr_BufErr    #define 4 = 0x00000004 devices/serial.h: *139
SerErr_BufOverflow #define 12 = 0x0000000c devices/serial.h: *144
SerErr_DetectedBreak #define 15 = 0x0000000f devices/serial.h: *146
SerErr_DevBusy   #define 1 = 0x00000001 devices/serial.h: *137
SerErr_InvParam  #define 5 = 0x00000005 devices/serial.h: *140
SerErr_LineErr   #define 6 = 0x00000006 devices/serial.h: *141
SerErr_NoDSR     #define 13 = 0x0000000d devices/serial.h: *145
SerErr_ParityErr #define 9 = 0x00000009 devices/serial.h: *142
SerErr_TimerErr  #define 11 = 0x0000000b devices/serial.h: *143
SerParShk       unsigned char in struct Preferences
+0x00b8 intuition/preferences.h: *108
SerRWBits       unsigned char in struct Preferences
+0x00b6 intuition/preferences.h: *104
SerStopBuf      unsigned char in struct Preferences
+0x00b7 intuition/preferences.h: *106
SetAfPt         macro (3 arguments) graphics/gfxmacros.h: *34
SetDrPt         macro (2 arguments) graphics/gfxmacros.h: *32
SetOPen         macro (2 arguments) graphics/gfxmacros.h: *31
SetWrMsk        macro (2 arguments) graphics/gfxmacros.h: *33
SignalSemaphore structure tag size 0x002e exec/semaphores.h: *41
               dos/dosextens.h: 281, 282
               graphics/clip.h: 52
               graphics/monitor.h: 51
               graphics/layers.h: 40
               graphics/gfxbase.h: 63, 88, 90
SimpleSprite    structure tag size 0x000c graphics/gfxbase.h: *55
               graphics/sprite.h: 21
SimpleSprites   pointer to pointer to struct SimpleSprite in struct GfxBase
+0x00d0 graphics/gfxbase.h: *55
Size           long int in struct TmpRas +0x0004 graphics/rastport.h: *37
SkipID         unsigned long int in struct QueryHeader
+0x0008 graphics/displayinfo.h: *46
SoftIntList     structure tag size 0x0010 exec/interrupts.h: *38
               exec/execbase.h: 95
SoftInts       array [5] of struct SoftIntList(size 0x0010 bytes) in struct
               ExecBase
+0x01b2 exec/execbase.h: *95
SoftVer        unsigned short int in struct ExecBase
+0x0022 exec/execbase.h: *41
SpecialInfo     pointer to void in struct Gadget

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+0x0022 intuition/intuition.h: *258
SpecialLink      pointer to struct IntuiMessage in struct IntuiMessage
+0x0030 intuition/intuition.h: *716
SpecialMonitor   structure tag size 0x003a graphics/monitor.h: *38, 142
SprColors        pointer to short int in struct VSprite
+0x0030 graphics/gels.h: *114
SprIns           pointer to struct CopList in struct ViewPort
+0x000c graphics/view.h: *47
SpriteDef        structure tag (size 0x0008 bytes) in struct Custom
                hardware/custom.h: *116
SpritePriorities unsigned char in struct ViewPort +0x0022 graphics/view.h: *53
SpriteReserved   unsigned char in struct GfxBase
+0x00a6 graphics/gfxbase.h: *44
SpriteResolution struct tPoint(size 0x0004 bytes) in struct DisplayInfo
+0x0020 graphics/displayinfo.h: *59
SrcNode          structure tag size 0x0010 rexx/storage.h: *227, 228, 229
StandardPacket   structure tag size 0x0044 dos/dosexten.h: *141
StdOScan         struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
+0x003a graphics/displayinfo.h: *104
StoredProperty   structure tag size 0x0008 libraries/iffparse.h: *95
StringExtend     structure tag size 0x0024 intuition/intuition.h: *546
                intuition/sghooks.h: 19
StringInfo       structure tag size 0x0024 intuition/intuition.h: *524
                intuition/sghooks.h: 36
StringInfo       pointer to struct StringInfo in struct SGWork
+0x0004 intuition/sghooks.h: *36
StructID         unsigned long int in struct QueryHeader
+0x0000 graphics/displayinfo.h: *44
SubItem          pointer to struct MenuItem in struct MenuItem
+0x001c intuition/intuition.h: *108
SuperBitMap      pointer to struct BitMap in struct Layer
+0x0020 graphics/clip.h: *43
SuperClipRect    pointer to struct ClipRect in struct Layer
+0x0024 graphics/clip.h: *44
SuperSaveClipRects pointer to struct ClipRect in struct Layer
+0x003c graphics/clip.h: *49
SysFlags         unsigned short int in struct ExecBase
+0x0124 exec/execbase.h: *69
SysStkLower      pointer to void in struct ExecBase
+0x003a exec/execbase.h: *48
SysStkUpper      pointer to void in struct ExecBase
+0x0036 exec/execbase.h: *47

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1.2 2.0 IncludeXREF: T

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tPoint           structure tag size 0x0004 graphics/gfx.h: *41
ta_Flags         unsigned char in struct TextAttr +0x0007 graphics/text.h: *71
ta_Name          pointer to unsigned char in struct TextAttr
+0x0000 graphics/text.h: *68
ta_Style         unsigned char in struct TextAttr +0x0006 graphics/text.h: *70
ta_YSize        unsigned short int in struct TextAttr
+0x0004 graphics/text.h: *69
taf_Attr         struct TTextAttr(size 0x000c bytes) in struct TAvailFonts
+0x0002 libraries/diskfont.h: *102
taf_Type         unsigned short int in struct TAvailFonts

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+0x0000 libraries/diskfont.h: *101
tan      #define IEEEEDPTan  libraries/mathffp.h: *39
         libraries/mathieeedp.h: *39
tanh     #define IEEEEDPTanh libraries/mathffp.h: *53
         libraries/mathieeedp.h: *53
tc_ExceptCode pointer to void in struct Task +0x002a exec/tasks.h: *39
tc_ExceptData pointer to void in struct Task +0x0026 exec/tasks.h: *38
tc_Flags    unsigned char in struct Task +0x000e exec/tasks.h: *28
tc_IDNestCnt char in struct Task +0x0010 exec/tasks.h: *30
tc_Launch  pointer to function returning void in struct Task
+0x0046 exec/tasks.h: *46
tc_MemEntry struct List(size 0x000e bytes) in struct Task
+0x004a exec/tasks.h: *47
tc_Node    struct Node(size 0x000e bytes) in struct Task
+0x0000 exec/tasks.h: *27
tc_SPLower pointer to void in struct Task +0x003a exec/tasks.h: *43
tc_SPReg   pointer to void in struct Task +0x0036 exec/tasks.h: *42
tc_SPUpper pointer to void in struct Task +0x003e exec/tasks.h: *44
tc_SigAlloc unsigned long int in struct Task +0x0012 exec/tasks.h: *32
tc_SigExcept unsigned long int in struct Task +0x001e exec/tasks.h: *35
tc_SigRecvd unsigned long int in struct Task +0x001a exec/tasks.h: *34
tc_SigWait  unsigned long int in struct Task +0x0016 exec/tasks.h: *33
tc_State    unsigned char in struct Task +0x000f exec/tasks.h: *29
tc_Switch   pointer to function returning void in struct Task
+0x0042 exec/tasks.h: *45
tc_TDNestCnt char in struct Task +0x0011 exec/tasks.h: *31
tc_TrapAble  unsigned short int in struct Task +0x0024 exec/tasks.h: *37
tc_TrapAlloc unsigned short int in struct Task +0x0022 exec/tasks.h: *36
tc_TrapCode  pointer to void in struct Task +0x0032 exec/tasks.h: *41
tc_TrapData  pointer to void in struct Task +0x002e exec/tasks.h: *40
tc_UserData  pointer to void in struct Task +0x0058 exec/tasks.h: *48
tdu_CalibrateDelay unsigned long int in struct TDU_PublicUnit
+0x0038 devices/trackdisk.h: *251
tdu_Comp01Track unsigned short int in struct TDU_PublicUnit
+0x0026 devices/trackdisk.h: *242
tdu_Comp10Track unsigned short int in struct TDU_PublicUnit
+0x0028 devices/trackdisk.h: *243
tdu_Comp11Track unsigned short int in struct TDU_PublicUnit
+0x002a devices/trackdisk.h: *244
tdu_Counter  unsigned long int in struct TDU_PublicUnit
+0x003c devices/trackdisk.h: *253
tdu_CurrTrk  unsigned short int in struct TDU_PublicUnit
+0x0036 devices/trackdisk.h: *249
tdu_PubFlags unsigned char in struct TDU_PublicUnit
+0x0035 devices/trackdisk.h: *248
tdu_RetryCnt unsigned char in struct TDU_PublicUnit
+0x0034 devices/trackdisk.h: *247
tdu_SettleDelay unsigned long int in struct TDU_PublicUnit
+0x0030 devices/trackdisk.h: *246
tdu_StepDelay unsigned long int in struct TDU_PublicUnit
+0x002c devices/trackdisk.h: *245
tdu_Unit     struct Unit(size 0x0026 bytes) in struct TDU_PublicUnit
+0x0000 devices/trackdisk.h: *241
te_Extent    struct Rectangle(size 0x0008 bytes) in struct TextExtent
+0x0004 graphics/text.h: *169
te_Height    unsigned short int in struct TextExtent
+0x0002 graphics/text.h: *168

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te_Width          unsigned short int in struct TextExtent
+0x0000 graphics/text.h: *167
textPen           #define TEXTPEN = 0x00000002 intuition/iobsolete.h: *263
tf_Accessors      unsigned short int in struct TextFont
+0x001e graphics/text.h: *101
tf_Baseline       unsigned short int in struct TextFont
+0x001a graphics/text.h: *98
tf_BoldSmear      unsigned short int in struct TextFont
+0x001c graphics/text.h: *99
tf_CharData       pointer to void in struct TextFont
+0x0022 graphics/text.h: *105
tf_CharKern       pointer to void in struct TextFont
+0x0030 graphics/text.h: *111
tf_CharLoc        pointer to void in struct TextFont
+0x0028 graphics/text.h: *108
tf_CharSpace      pointer to void in struct TextFont
+0x002c graphics/text.h: *110
tf_Extension      #define tf_Message.mn_ReplyPort graphics/text.h: *115
tf_Flags          unsigned char in struct TextFont +0x0017 graphics/text.h: *96
tf_HiChar         unsigned char in struct TextFont +0x0021 graphics/text.h: *104
tf_LoChar         unsigned char in struct TextFont +0x0020 graphics/text.h: *103
tf_Message        struct Message(size 0x0014 bytes) in struct TextFont
+0x0000 graphics/text.h: *92
tf_Modulo         unsigned short int in struct TextFont
+0x0026 graphics/text.h: *107
tf_Style          unsigned char in struct TextFont +0x0016 graphics/text.h: *95
tf_XSize          unsigned short int in struct TextFont
+0x0018 graphics/text.h: *97
tf_YSize          unsigned short int in struct TextFont
+0x0014 graphics/text.h: *94
tfc_FileName      array [254] of char in struct TFontContents
+0x0000 libraries/diskfont.h: *38
tfc_Flags         unsigned char in struct TFontContents
+0x0103 libraries/diskfont.h: *47
tfc_Style         unsigned char in struct TFontContents
+0x0102 libraries/diskfont.h: *46
tfc_TagCount      unsigned short int in struct TFontContents
+0x00fe libraries/diskfont.h: *39
tfc_YSize         unsigned short int in struct TFontContents
+0x0100 libraries/diskfont.h: *45
tfe_BackPtr       pointer to struct TextFont in struct TextFontExtension
+0x0004 graphics/text.h: *125
tfe_Flags0        unsigned char in struct TextFontExtension
+0x0002 graphics/text.h: *123
tfe_Flags1        unsigned char in struct TextFontExtension
+0x0003 graphics/text.h: *124
tfe_MatchWord     unsigned short int in struct TextFontExtension
+0x0000 graphics/text.h: *122
tfe_OFontPatchK   pointer to unsigned short int in struct TextFontExtension
+0x0014 graphics/text.h: *129
tfe_OFontPatchS   pointer to unsigned short int in struct TextFontExtension
+0x0010 graphics/text.h: *128
tfe_OrigReplyPort pointer to struct MsgPort in struct TextFontExtension
+0x0008 graphics/text.h: *126
tfe_Tags          pointer to struct TagItem in struct TextFontExtension
+0x000c graphics/text.h: *127
ti_Data           unsigned long int in struct TagItem

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+0x0004 utility/tagitem.h: *34
ti_Tag          unsigned long int in struct TagItem
+0x0000 utility/tagitem.h: *33
timerequest     structure tag size 0x0028 devices/timer.h: *37
                dos/dosextens.h: 236
                devices/prtbase.h: 91
timeval         structure tag size 0x0008 devices/timer.h: *27, 39
                devices/inputevent.h: 218
                intuition/preferences.h: 56, 57, 58
timsrv          struct Interrupt(size 0x0016 bytes) in struct GfxBase
+0x0060 graphics/gfxbase.h: *36
top_layer       pointer to struct Layer in struct Layer_Info
+0x0000 graphics/layers.h: *36
topmost        short int in struct GelsInfo +0x001a graphics/rastport.h: *52
total_colorclocks unsigned short int in struct MonitorSpec
+0x0024 graphics/monitor.h: *34
total_rows     unsigned short int in struct MonitorSpec
+0x0022 graphics/monitor.h: *33
tr_node        struct IORequest(size 0x0020 bytes) in struct timerequest
+0x0000 devices/timer.h: *38
tr_time        struct timeval(size 0x0008 bytes) in struct timerequest
+0x0020 devices/timer.h: *39
trunc          macro (1 argument)   libraries/mathffp.h: *31
                libraries/mathieeedp.h: *31
tta_Flags      unsigned char in struct TTextAttr +0x0007 graphics/text.h: *78
tta_Name       pointer to unsigned char in struct TTextAttr
+0x0000 graphics/text.h: *75
tta_Style      unsigned char in struct TTextAttr +0x0006 graphics/text.h: *77
tta_Tags       pointer to struct TagItem in struct TTextAttr
+0x0008 graphics/text.h: *79
tta_YSize      unsigned short int in struct TTextAttr
+0x0004 graphics/text.h: *76
tv_micro       unsigned long int in struct timeval
+0x0004 devices/timer.h: *29
tv_secs        unsigned long int in struct timeval
+0x0000 devices/timer.h: *28
TAGFILTER_AND  #define 0 = 0x00000000 utility/tagitem.h: *54
TAGFILTER_NOT  #define 1 = 0x00000001 utility/tagitem.h: *55
TAG_DONE       #define (0L) = 0x00000000 utility/tagitem.h: *38
TAG_END        #define TAG_DONE = 0x00000000 utility/tagitem.h: *39
TAG_IGNORE     #define (1L) = 0x00000001 utility/tagitem.h: *40
TAG_MORE       #define (2L) = 0x00000002 utility/tagitem.h: *43
TAG_SKIP       #define (3L) = 0x00000003 utility/tagitem.h: *44
TAG_USER       #define (1L<<31) = 0x80000000 utility/tagitem.h: *47
TA_DeviceDPI   #define (1|TAG_USER) = 0x80000001 graphics/text.h: *84
TAvailFonts    structure tag size 0x000e libraries/diskfont.h: *100
TBC_HCLRTAB    #define 0 = 0x00000000 devices/console.h: *94
TBC_HCLRTABSALL #define 3 = 0x00000003 devices/console.h: *95
TB_ETASK       #define 3 = 0x00000003 exec/tasks.h: *53
TB_EXCEPT     #define 5 = 0x00000005 exec/tasks.h: *55
TB_LAUNCH      #define 7 = 0x00000007 exec/tasks.h: *57
TB_PROCTIME     #define 0 = 0x00000000 exec/tasks.h: *52
TB_STACKCHK     #define 4 = 0x00000004 exec/tasks.h: *54
TB_SWITCH      #define 6 = 0x00000006 exec/tasks.h: *56
TDB_ALLOW_NON_3_5 #define 0 = 0x00000000 devices/trackdisk.h: *193
TDERR_BadDriveType #define 33 = 0x00000021 devices/trackdisk.h: *228
TDERR_BadHdrSum  #define 24 = 0x00000018 devices/trackdisk.h: *219

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TDERR_BadSecHdr #define 27 = 0x0000001b devices/trackdisk.h: *222
TDERR_BadSecID #define 23 = 0x00000017 devices/trackdisk.h: *218
TDERR_BadSecPreamble #define 22 = 0x00000016 devices/trackdisk.h: *217
TDERR_BadSecSum #define 25 = 0x00000019 devices/trackdisk.h: *220
TDERR_BadUnitNum #define 32 = 0x00000020 devices/trackdisk.h: *227
TDERR_DiskChanged #define 29 = 0x0000001d devices/trackdisk.h: *224
TDERR_DriveInUse #define 34 = 0x00000022 devices/trackdisk.h: *229
TDERR_NoMem #define 31 = 0x0000001f devices/trackdisk.h: *226
TDERR_NoSecHdr #define 21 = 0x00000015 devices/trackdisk.h: *216
TDERR_NotSpecified #define 20 = 0x00000014 devices/trackdisk.h: *215
TDERR_PostReset #define 35 = 0x00000023 devices/trackdisk.h: *230
TDERR_SeekError #define 30 = 0x0000001e devices/trackdisk.h: *225
TDERR_TooFewSecs #define 26 = 0x0000001a devices/trackdisk.h: *221
TDERR_WriteProt #define 28 = 0x0000001c devices/trackdisk.h: *223
TDF_ALLOW_NON_3_5 #define (1<<0) = 0x00000001 devices/trackdisk.h: *194
TDF_EXTCOM #define (1<<15) = 0x00008000 devices/trackdisk.h: *76
TDNestCnt char in struct ExecBase +0x0127 exec/execbase.h: *71
TDPB_NOCLICK #define 0 = 0x00000000 devices/trackdisk.h: *258
TDPF_NOCLICK #define (1L << 0) = 0x00000001 devices/trackdisk.h: *259
TDU_PublicUnit structure tag size 0x0040 devices/trackdisk.h: *240
TD_ADDCHANGEINT #define (CMD_NONSTD+11) = 0x00000014
devices/trackdisk.h: *90
TD_CHANGENUM #define (CMD_NONSTD+4) = 0x0000000d devices/trackdisk.h: *83
TD_CHANGESTATE #define (CMD_NONSTD+5) = 0x0000000e devices/trackdisk.h: *84
TD_EJECT #define (CMD_NONSTD+14) = 0x00000017
devices/trackdisk.h: *93
TD_FORMAT #define (CMD_NONSTD+2) = 0x0000000b devices/trackdisk.h: *81
TD_GETDRIVETYPE #define (CMD_NONSTD+9) = 0x00000012 devices/trackdisk.h: *88
TD_GETGEOMETRY #define (CMD_NONSTD+13) = 0x00000016
devices/trackdisk.h: *92
TD_GETNUMTRACKS #define (CMD_NONSTD+10) = 0x00000013
devices/trackdisk.h: *89
TD_LABELSIZE #define 16 = 0x00000010 devices/trackdisk.h: *185
TD_LASTCOMM #define (CMD_NONSTD+15) = 0x00000018
devices/trackdisk.h: *94
TD_MOTOR #define (CMD_NONSTD+0) = 0x00000009 devices/trackdisk.h: *79
TD_NAME #define "trackdisk.device" devices/trackdisk.h: *74
TD_PROTSTATUS #define (CMD_NONSTD+6) = 0x0000000f devices/trackdisk.h: *85
TD_RAWREAD #define (CMD_NONSTD+7) = 0x00000010 devices/trackdisk.h: *86
TD_RAWWRITE #define (CMD_NONSTD+8) = 0x00000011 devices/trackdisk.h: *87
TD_REMCHANGEINT #define (CMD_NONSTD+12) = 0x00000015
devices/trackdisk.h: *91
TD_REMOVE #define (CMD_NONSTD+3) = 0x0000000c devices/trackdisk.h: *82
TD_SECSHIFT #define 9 = 0x00000009 devices/trackdisk.h: *53
TD_SECTOR #define 512 = 0x00000200 devices/trackdisk.h: *52
TD_SEEK #define (CMD_NONSTD+1) = 0x0000000a devices/trackdisk.h: *80
TEOB_NOREMFONT #define 0 = 0x00000000 graphics/text.h: *118
TEOF_NOREMFONT #define 0x01 = 0x00000001 graphics/text.h: *119
TEXT typedef unsigned char exec/types.h: *67
TEXTIDCMP #define (NULL) = 0x00000000 libraries/gadtools.h: *82
TEXTPEN #define (0x0002) = 0x00000002 intuition/screens.h: *84
TEXT_KIND #define 13 = 0x0000000d libraries/gadtools.h: *47
TFCH_ID #define 0x0f02 = 0x00000f02 libraries/diskfont.h: *52
TF_ETASK #define (1<<3) = 0x00000008 exec/tasks.h: *60
TF_EXCEPT #define (1<<5) = 0x00000020 exec/tasks.h: *62
TF_LAUNCH #define (1<<7) = 0x00000080 exec/tasks.h: *64
TF_PROCTIME #define (1<<0) = 0x00000001 exec/tasks.h: *59

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TF_STACKCHK      #define (1<<4) = 0x00000010  exec/tasks.h: *61
TF_SWITCH        #define (1<<6) = 0x00000040  exec/tasks.h: *63
TFontContents    structure tag size 0x0104  libraries/diskfont.h: *37
TICKS_PER_SECOND #define 50 = 0x00000032  dos/dos.h: *60
TIMERNAME        #define "timer.device"  devices/timer.h: *25
TOBB             macro (1 argument)  graphics/gfx.h: *24
TODA_SAFE        #define 8 = 0x00000008  graphics/gfxbase.h: *98
TOF_WaitQ        struct List(size 0x000e bytes) in struct GfxBase
                  +0x00c0 graphics/gfxbase.h: *52
TOGGLESELECT     #define GACT_TOGGLESELECT = 0x00000100
                  intuition/iobsolete.h: *78
TOPAZ_EIGHTY     #define 8 = 0x00000008  intuition/preferences.h: *41
TOPAZ_SIXTY      #define 9 = 0x00000009  intuition/preferences.h: *42
TOPBORDER        #define GACT_TOPBORDER = 0x00000040
                  intuition/iobsolete.h: *75
TOPHIT           #define 1 = 0x00000001  graphics/collide.h: *32
TO_MONITOR       #define 0 = 0x00000000  graphics/monitor.h: *56
TRUE             #define 1 = 0x00000001  exec/types.h: *70
TR_ADDREQUEST    #define CMD_NONSTD = 0x00000009  devices/timer.h: *43
TR_GETSYSTIME    #define (CMD_NONSTD+1) = 0x0000000a  devices/timer.h: *44
TR_MakeBad       #define -4 = 0xffffffffc  libraries/translator.h: *20
TR_NoMem         #define -2 = 0xffffffffe  libraries/translator.h: *19
TR_NotUsed       #define -1 = 0xfffffffff  libraries/translator.h: *18
TR_SETSYSTIME    #define (CMD_NONSTD+2) = 0x0000000b  devices/timer.h: *45
TS_ADDED         #define 1 = 0x00000001  exec/tasks.h: *68
TS_EXCEPT      #define 5 = 0x00000005  exec/tasks.h: *72
TS_INVALID       #define 0 = 0x00000000  exec/tasks.h: *67
TS_READY         #define 3 = 0x00000003  exec/tasks.h: *70
TS_REMOVED       #define 6 = 0x00000006  exec/tasks.h: *73
TS_RUN           #define 2 = 0x00000002  exec/tasks.h: *69
TS_WAIT         #define 4 = 0x00000004  exec/tasks.h: *71
TTextAttr        structure tag size 0x000c graphics/text.h: *74
                  libraries/diskfont.h: 102
TWO_PI           #define (((double) 2) * PI)  libraries/mathffp.h: *18
                  libraries/mathieeeep.h: *18
Tag              typedef ULONG  utility/tagitem.h: *30, 33
TagItem          structure tag size 0x0008 graphics/view.h: *128
                  utility/tagitem.h: 32
                  graphics/text.h: 79, 127
                  intuition/intuition.h: 1082
                  intuition/screens.h: 357
                  intuition/classusr.h: 80, 90
Task             structure tag size 0x005c exec/tasks.h: *26
                  exec/semaphores.h: 37, 46
                  exec/execbase.h: 63
                  dos/dosextens.h: 40
                  intuition/screens.h: 388
                  devices/prtbase.h: 93
                  dos/notify.h: 66
                  graphics/gfxbase.h: 51
                  resources/disk.h: 62
TaskExceptCode   pointer to void in struct ExecBase
                  +0x0134 exec/execbase.h: *78
TaskExitCode     pointer to void in struct ExecBase
                  +0x0138 exec/execbase.h: *79
TaskReady        struct List(size 0x000e bytes) in struct ExecBase
                  +0x0196 exec/execbase.h: *92

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TaskSigAlloc      unsigned long int in struct ExecBase
                  +0x013c exec/execbase.h: *80
TaskTrapAlloc     unsigned short int in struct ExecBase
                  +0x0140 exec/execbase.h: *81
TaskTrapCode      pointer to void in struct ExecBase
                  +0x0130 exec/execbase.h: *77
TaskWait          struct List(size 0x000e bytes) in struct ExecBase
                  +0x01a4 exec/execbase.h: *93
TermArray0        unsigned long int in struct IOTArray
                  +0x0000 devices/serial.h: *23
TermArray1        unsigned long int in struct IOTArray
                  +0x0004 devices/serial.h: *24
TextAttr          structure tag size 0x0008 graphics/text.h: *67
                  intuition/intuition.h: 576
                  intuition/screens.h: 124, 320, 352
                  libraries/asl.h: 148
                  libraries/diskfont.h: 97
                  libraries/gadtools.h: 99
TextExtent        structure tag size 0x000c graphics/text.h: *166
TextFont          structure tag size 0x0034 devices/conunit.h: *89
                  graphics/rastport.h: 78
                  graphics/text.h: 91, 125, 153
                  intuition/intuition.h: 895
                  intuition/screens.h: 67
                  graphics/gfxbase.h: 38
                  intuition/sghooks.h: 21
                  libraries/diskfont.h: 77
TextFontExtension structure tag size 0x0018 graphics/text.h: *121
TextFonts         struct List(size 0x000e bytes) in struct GfxBase
                  +0x008c graphics/gfxbase.h: *37
ThisTask          pointer to struct Task in struct ExecBase
                  +0x0114 exec/execbase.h: *63
TimeSet           short int in struct AnimComp +0x0004 graphics/gels.h: *180
Timer             short int in struct AnimComp +0x0002 graphics/gels.h: *176
Title             pointer to unsigned char in struct Window
                  +0x0020 intuition/intuition.h: *811
Title             pointer to unsigned char in struct NewWindow
                  +0x001a intuition/intuition.h: *998
Title             pointer to unsigned char in struct ExtNewWindow
                  +0x001a intuition/intuition.h: *1056
Title             pointer to unsigned char in struct Screen
                  +0x0016 intuition/screens.h: *110
TmpRas            structure tag size 0x0008 graphics/rastport.h: *34, 61
TmpRas            pointer to struct TmpRas in struct RastPort
                  +0x000c graphics/rastport.h: *61
Top               short int in struct IBox +0x0002 intuition/intuition.h: *785
TopBorder         unsigned short int in struct PropInfo
                  +0x0014 intuition/intuition.h: *492
TopEdge           short int in struct Menu +0x0006 intuition/intuition.h: *65
TopEdge           short int in struct MenuItem
                  +0x0006 intuition/intuition.h: *93
TopEdge           short int in struct Requester
                  +0x0006 intuition/intuition.h: *149
TopEdge           short int in struct Gadget +0x0006 intuition/intuition.h: *220
TopEdge           short int in struct IntuiText
                  +0x0006 intuition/intuition.h: *575
TopEdge           short int in struct Border +0x0002 intuition/intuition.h: *600

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TopEdge          short int in struct Image +0x0002 intuition/intuition.h: *622
TopEdge          short int in struct Window +0x0006 intuition/intuition.h: *799
TopEdge          short int in struct NewWindow
+0x0002 intuition/intuition.h: *976
TopEdge          short int in struct ExtNewWindow
+0x0002 intuition/intuition.h: *1046
TopEdge          short int in struct Screen +0x000a intuition/screens.h: *103
TopEdge          short int in struct NewScreen
+0x0002 intuition/screens.h: *312
TopEdge          short int in struct ExtNewScreen
+0x0002 intuition/screens.h: *348
TotalColorClocks unsigned short int in struct MonitorInfo
+0x0026 graphics/displayinfo.h: *117
TotalRows        unsigned short int in struct MonitorInfo
+0x0024 graphics/displayinfo.h: *116
TransparencyBits pointer to unsigned short int in struct ColorMap
+0x000c graphics/view.h: *121
TransparencyPlane unsigned char in struct ColorMap
+0x0010 graphics/view.h: *122
TxBaseline       unsigned short int in struct RastPort
+0x003e graphics/rastport.h: *83
TxFlags          unsigned char in struct RastPort
+0x0039 graphics/rastport.h: *80
TxHeight         unsigned short int in struct RastPort
+0x003a graphics/rastport.h: *81
TxSpacing        short int in struct RastPort +0x0040 graphics/rastport.h: *84
TxWidth          unsigned short int in struct RastPort
+0x003c graphics/rastport.h: *82
TxtOScan         struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
+0x0032 graphics/displayinfo.h: *103
Type             unsigned char in struct ColorMap +0x0001 graphics/view.h: *117
Type             unsigned short int in struct NewWindow
+0x002e intuition/intuition.h: *1033
Type             unsigned short int in struct ExtNewWindow
+0x002e intuition/intuition.h: *1071
Type             unsigned short int in struct NewScreen
+0x000e intuition/screens.h: *318
Type             unsigned short int in struct ExtNewScreen
+0x000e intuition/screens.h: *351

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1.3 2.0 IncludeXREF: U

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u1              union (no tag) (size 0x0002 bytes) in struct (no tag)
+0x0000 graphics/copper.h: *38
u2              union (no tag) (size 0x0002 bytes) in struct (no tag)
+0x0002 graphics/copper.h: *43
u3              union (no tag) (size 0x0004 bytes) in struct CopIns
+0x0002 graphics/copper.h: *45
u4              struct (no tag) (size 0x0004 bytes) in union (no tag)
+0x0000 graphics/copper.h: *44
unit_MsgPort    struct MsgPort(size 0x0022 bytes) in struct Unit
+0x0000 exec/devices.h: *34
unit_OpenCnt    unsigned short int in struct Unit +0x0024 exec/devices.h: *38
unit_flags      unsigned char in struct Unit +0x0022 exec/devices.h: *36
unit_pad        unsigned char in struct Unit +0x0023 exec/devices.h: *37

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unusedreg      unsigned char in struct CIA +0x0b00 hardware/cia.h: *54
UBYTE          unsigned char  exec/types.h: *49
UCOUNT         unsigned short int  exec/types.h: *59
UCopIns        pointer to struct UCopList in struct ViewPort
               +0x0014 graphics/view.h: *49
UCopList       structure tag size 0x000c graphics/copper.h: *83, 85
               graphics/view.h: 49
ULONG          unsigned long int  exec/types.h: *39
UNITF_ACTIVE   #define (1<<0) = 0x00000001  exec/devices.h: *42
UNITF_INTASK   #define (1<<1) = 0x00000002  exec/devices.h: *43
UNIT_ECLOCK    #define 2 = 0x00000002  devices/timer.h: *21
UNIT_MICROHZ   #define 0 = 0x00000000  devices/timer.h: *19
UNIT_VBLANK    #define 1 = 0x00000001  devices/timer.h: *20
UNIT_WAITECLOCK #define 4 = 0x00000004  devices/timer.h: *23
UNIT_WAITUNTIL #define 3 = 0x00000003  devices/timer.h: *22
UPFRONTGADGET  #define 0 = 0x00000000  intuition/intuitionbase.h: *47
UPIMAGE        #define (0x0BL) = 0x0000000b  intuition/imageclass.h: *107
USEREQIMAGE    #define 0x0020 = 0x00000020  intuition/intuition.h: *194
USER_COPPER_CLIP #define 0x20 = 0x00000020  graphics/view.h: *145
USE_BPLCON3    #define 1 = 0x00000001  hardware/custom.h: *162
USHORT         unsigned short int  exec/types.h: *57
US_LEGAL       #define 0x10 = 0x00000010  intuition/preferences.h: *186
US_LETTER      #define 0x00 = 0x00000000  intuition/preferences.h: *185
UTILITY_DATE_H #define 1 = 0x00000001  utility/date.h: *2
UTILITY_HOOKS_H #define TRUE = 0x00000001  utility/hooks.h: *2, 1
               dos/exall.h: 19
               intuition/classes.h: 15
               intuition/classusr.h: 16
               libraries/asl.h: 28
UTILITY_TAGITEM_H #define TRUE = 0x00000001  utility/tagitem.h: *2, 1
               intuition/intuition.h: 51
               intuition/screens.h: 39
               dos/dostags.h: 17
               graphics/displayinfo.h: 27
               graphics/videocontrol.h: 19
               intuition/gadgetclass.h: 23
               intuition/icclass.h: 16
               intuition/imageclass.h: 16
               libraries/asl.h: 32
               libraries/gadtools.h: 21
UWORD          unsigned short int  exec/types.h: *42
UnReadChar     macro (1 argument)  dos/stdio.h: *19
UndoBuffer     pointer to unsigned char in struct StringInfo
               +0x0004 intuition/intuition.h: *528
UndoPos        short int in struct StringInfo
               +0x000e intuition/intuition.h: *534
Unit           structure tag size 0x0026 exec/devices.h: *33
               exec/io.h: 23, 32
               devices/printer.h: 145, 159
               devices/trackdisk.h: 241
UserData       pointer to void in struct Gadget
               +0x0028 intuition/intuition.h: *261
UserData       pointer to char in struct Window
               +0x0078 intuition/intuition.h: *885
UserData       pointer to unsigned char in struct Screen
               +0x0156 intuition/screens.h: *149
UserPort       pointer to struct MsgPort in struct Window

```

```

+0x0056 intuition/intuition.h: *856
UtilityBase      pointer to unsigned long int in struct GfxBase
+0x019e graphics/gfxbase.h: *91

```

1.4 2.0 IncludeXREF: V

```

_ViewPort        pointer to struct ViewPort in struct CopList
+0x0008 graphics/copper.h: *67
vblank           struct AnalogSignalInterval(size 0x0004 bytes) in struct
                  SpecialMonitor
+0x002e graphics/monitor.h: *151
vbsrv           struct Interrupt(size 0x0016 bytes) in struct GfxBase
+0x004a graphics/gfxbase.h: *36
vbstop          unsigned short int in struct Custom
+0x01ce hardware/custom.h: *130
vbstrt          unsigned short int in struct Custom
+0x01cc hardware/custom.h: *129
vhposr          unsigned short int in struct Custom
+0x0006 hardware/custom.h: *31
vhposw          unsigned short int in struct Custom
+0x002c hardware/custom.h: *49
voice           struct narrator_rb(size 0x0058 bytes) in struct mouth_rb
+0x0000 devices/narrator.h: *129
volume          unsigned short int in struct narrator_rb
+0x003e devices/narrator.h: *101
vposr           unsigned short int in struct Custom
+0x0004 hardware/custom.h: *30
vposw           unsigned short int in struct Custom
+0x002a hardware/custom.h: *48
vsstop          unsigned short int in struct Custom
+0x01ca hardware/custom.h: *128
vsstrt          unsigned short int in struct Custom
+0x01e0 hardware/custom.h: *139
vsync           struct AnalogSignalInterval(size 0x0004 bytes) in struct
                  SpecialMonitor
+0x0036 graphics/monitor.h: *153
vsync_hblank    array [2] of unsigned short int in struct copinit
+0x0000 graphics/copper.h: *94
vtotal          unsigned short int in struct Custom
+0x01c8 hardware/custom.h: *127
VANILLAKEY      #define IDCMP_VANILLAKEY = 0x00200000
                  intuition/iobsolete.h: *135
VARBEAM         #define 0x0080 = 0x00000080 hardware/custom.h: *152
VARCSYNC        #define 0x0010 = 0x00000010 hardware/custom.h: *155
VARHSYNC        #define 0x0100 = 0x00000100 hardware/custom.h: *151
VARVBLANK       #define 0x1000 = 0x00001000 hardware/custom.h: *147
VARVSYNC        #define 0x0200 = 0x00000200 hardware/custom.h: *150
VBlank          char in struct GfxBase +0x00a0 graphics/gfxbase.h: *40
VBlankFrequency unsigned char in struct ExecBase +0x0212 exec/execbase.h: *111
VGA70_BEAMCON   #define (SPECIAL_BEAMCON ^ VSYNCTRUE) = 0x00001a8a
                  graphics/monitor.h: *121
VGA70_COLORCLOCKS #define (STANDARD_COLORCLOCKS/2) = 0x00000071
                  graphics/monitor.h: *108
VGA70_DENISE_MIN #define 59 = 0x0000003b graphics/monitor.h: *110
VGA70_HBSTOP    #define 0x1E = 0x0000001e graphics/monitor.h: *115

```



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VGA_VBSTOP      #define 0x0CCD = 0x00000ccd  graphics/monitor.h: *104
VGA_VBSTRT      #define 0x0000 = 0x00000000  graphics/monitor.h: *101
VGA_VSSTOP      #define 0x0235 = 0x00000235  graphics/monitor.h: *103
VGA_VSSTRT      #define 0x0153 = 0x00000153  graphics/monitor.h: *102
VIDEOCONTROL_BATCH #define 0x10 = 0x00000010  graphics/view.h: *144
VIEWPORT_EXTRA_TYPE #define 2 = 0x00000002  graphics/gfxnodes.h: *34
VIEW_EXTRA_TYPE  #define 1 = 0x00000001  graphics/gfxnodes.h: *33
VISITOR          #define WFLG_VISITOR = 0x08000000
                  intuition/iobsolete.h: *170
VOID             #define void  exec/types.h: *27
VPF_A2024        #define 0x40 = 0x00000040  graphics/view.h: *103
VPF_AGNUS        #define 0x20 = 0x00000020  graphics/view.h: *104
VPF_TENHZ        #define 0x20 = 0x00000020  graphics/view.h: *105
VPMoDeID         unsigned long int in struct ColorMap
                  +0x0024 graphics/view.h: *129
VPOSRLOF         #define 0x8000 = 0x00008000  graphics/display.h: *40
VP_HIDE          #define 0x2000 = 0x00002000  graphics/view.h: *99
VPotRes          unsigned short int in struct PropInfo
                  +0x0010 intuition/intuition.h: *490
VSBob            pointer to struct Bob in struct VSprite
                  +0x0034 graphics/gels.h: *116
VSIZEBITS        #define 16-HSIZEBITS = 0x0000000a  hardware/blit.h: *16
VSIZEMASK        #define 0x3FF = 0x000003ff  hardware/blit.h: *18
VSOVERFLOW       #define 0x0800 = 0x00000800  graphics/gels.h: *30
VSPRITE          #define 0x0001 = 0x00000001  graphics/gels.h: *22
VSYNCTRUE        #define 0x0002 = 0x00000002  hardware/custom.h: *158
VSprite          structure tag size 0x003c graphics/rastport.h: *46
                  graphics/gels.h: 70, 74, 75, 81, 82, 156, 233
VTAG_ATTACH_CM_GET #define 0x8000001B = 0x8000001b
                  graphics/videocontrol.h: *51
VTAG_ATTACH_CM_SET #define 0x8000000B = 0x8000000b
                  graphics/videocontrol.h: *35
VTAG_BATCH_CM_CLR #define 0x8000000D = 0x8000000d
                  graphics/videocontrol.h: *37
VTAG_BATCH_CM_GET #define 0x8000001C = 0x8000001c
                  graphics/videocontrol.h: *52
VTAG_BATCH_CM_SET #define 0x8000000E = 0x8000000e
                  graphics/videocontrol.h: *38
VTAG_BATCH_ITEMS_ADD #define 0x8000001F = 0x8000001f
                  graphics/videocontrol.h: *55
VTAG_BATCH_ITEMS_GET #define 0x8000001D = 0x8000001d
                  graphics/videocontrol.h: *53
VTAG_BATCH_ITEMS_SET #define 0x8000001E = 0x8000001e
                  graphics/videocontrol.h: *54
VTAG_BITPLANEKEY_CLR #define 0x80000002 = 0x80000002
                  graphics/videocontrol.h: *26
VTAG_BITPLANEKEY_GET #define 0x80000016 = 0x80000016
                  graphics/videocontrol.h: *46
VTAG_BITPLANEKEY_SET #define 0x80000003 = 0x80000003
                  graphics/videocontrol.h: *27
VTAG_BORDERBLANK_CLR #define 0x80000004 = 0x80000004
                  graphics/videocontrol.h: *28
VTAG_BORDERBLANK_GET #define 0x80000017 = 0x80000017
                  graphics/videocontrol.h: *47
VTAG_BORDERBLANK_SET #define 0x80000005 = 0x80000005
                  graphics/videocontrol.h: *29
VTAG_BORDERNOTRANS_CLR #define 0x80000006 = 0x80000006

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        graphics/videocontrol.h: *30
VTAG_BORDERNOTRANS_GET #define 0x80000018 = 0x80000018
        graphics/videocontrol.h: *48
VTAG_BORDERNOTRANS_SET #define 0x80000007 = 0x80000007
        graphics/videocontrol.h: *31
VTAG_CHROMAKEY_CLR #define 0x80000000 = 0x80000000
        graphics/videocontrol.h: *24
VTAG_CHROMAKEY_GET #define 0x80000015 = 0x80000015
        graphics/videocontrol.h: *45
VTAG_CHROMAKEY_SET #define 0x80000001 = 0x80000001
        graphics/videocontrol.h: *25
VTAG_CHROMA_PEN_CLR #define 0x80000008 = 0x80000008
        graphics/videocontrol.h: *32
VTAG_CHROMA_PEN_GET #define 0x80000019 = 0x80000019
        graphics/videocontrol.h: *49
VTAG_CHROMA_PEN_SET #define 0x80000009 = 0x80000009
        graphics/videocontrol.h: *33
VTAG_CHROMA_PLANE_GET #define 0x8000001A = 0x8000001A
        graphics/videocontrol.h: *50
VTAG_CHROMA_PLANE_SET #define 0x8000000A = 0x8000000A
        graphics/videocontrol.h: *34
VTAG_COERCE_DISP_GET #define 0x80000011 = 0x80000011
        graphics/videocontrol.h: *41
VTAG_COERCE_DISP_SET #define 0x80000012 = 0x80000012
        graphics/videocontrol.h: *42
VTAG_END_CM          #define 0x00000000 = 0x00000000 graphics/videocontrol.h: *23
VTAG_NEXTBUF_CM      #define 0x8000000C = 0x8000000C graphics/videocontrol.h: *36
VTAG_NORMAL_DISP_GET #define 0x8000000F = 0x8000000F
        graphics/videocontrol.h: *39
VTAG_NORMAL_DISP_SET #define 0x80000010 = 0x80000010
        graphics/videocontrol.h: *40
VTAG_USERCLIP_CLR #define 0x80000025 = 0x80000025
        graphics/videocontrol.h: *61
VTAG_USERCLIP_GET #define 0x80000023 = 0x80000023
        graphics/videocontrol.h: *59
VTAG_USERCLIP_SET #define 0x80000024 = 0x80000024
        graphics/videocontrol.h: *60
VTAG_VIEWPORTEXTRA_GET #define 0x80000013 = 0x80000013
        graphics/videocontrol.h: *43
VTAG_VIEWPORTEXTRA_SET #define 0x80000014 = 0x80000014
        graphics/videocontrol.h: *44
VTAG_VPMODEID_CLR #define 0x80000022 = 0x80000022
        graphics/videocontrol.h: *58
VTAG_VPMODEID_GET #define 0x80000020 = 0x80000020
        graphics/videocontrol.h: *56
VTAG_VPMODEID_SET #define 0x80000021 = 0x80000021
        graphics/videocontrol.h: *57
VUserExt             short int in struct VSprite +0x003a graphics/gels.h: *133
VUserStuff           #define WORD graphics/gels.h: *56, 133
VWAITPOS             #define u3.u4.u1.VWaitPos graphics/copper.h: *49
VWaitPos             short int in union (no tag) +0x0000 graphics/copper.h: *36
VWritef              macro (2 arguments) dos/stdio.h: *24
VctrPtr              pointer to short int in struct AreaInfo
+0x0004              graphics/rastport.h: *26
VctrTbl              pointer to short int in struct AreaInfo
+0x0000              graphics/rastport.h: *25
VertBody             unsigned short int in struct PropInfo

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+0x0008 intuition/intuition.h: *485
VertPot      unsigned short int in struct PropInfo
+0x0004 intuition/intuition.h: *465
VideoOScan   struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
+0x002a graphics/displayinfo.h: *102
View         structure tag size 0x0012 graphics/view.h: *58, 73
             graphics/gfxbase.h: 28
             intuition/intuitionbase.h: 72
View         pointer to struct View in struct ViewExtra
+0x0018 graphics/view.h: *73
ViewExtra    structure tag size 0x0020 graphics/view.h: *70
ViewInitX    short int in struct Preferences
+0x0078 intuition/preferences.h: *78
ViewInitY    short int in struct Preferences
+0x007a intuition/preferences.h: *78
ViewLord     struct View(size 0x0012 bytes) in struct IntuitionBase
+0x0022 intuition/intuitionbase.h: *72
ViewModes    unsigned short int in struct NewScreen
+0x000c intuition/screens.h: *316
ViewModes    unsigned short int in struct ExtNewScreen
+0x000c intuition/screens.h: *350
ViewPort     structure tag size 0x0028 graphics/copper.h: *67
             graphics/view.h: 41, 43, 60, 82, 125
             intuition/screens.h: 127
ViewPort     pointer to struct ViewPort in struct View
+0x0000 graphics/view.h: *60
ViewPort     pointer to struct ViewPort in struct ViewPortExtra
+0x0018 graphics/view.h: *82
ViewPort     struct ViewPort(size 0x0028 bytes) in struct Screen
+0x002c intuition/screens.h: *127
ViewPortExtra structure tag size 0x0024 graphics/view.h: *79, 120
ViewPosition struct tPoint(size 0x0004 bytes) in struct MonitorInfo
+0x0014 graphics/displayinfo.h: *113
ViewPositionRange struct Rectangle(size 0x0008 bytes) in struct MonitorInfo
+0x001c graphics/displayinfo.h: *115
ViewResolution struct tPoint(size 0x0004 bytes) in struct MonitorInfo
+0x0018 graphics/displayinfo.h: *114
ViewXOffset  char in struct Preferences
+0x0076 intuition/preferences.h: *76
ViewYOffset  char in struct Preferences
+0x0077 intuition/preferences.h: *77

```

1.5 2.0 IncludeXREF: W

```

wa_Lock      long int in struct WBArg +0x0000 workbench/startup.h: *37
wa_Name      pointer to char in struct WBArg
+0x0004 workbench/startup.h: *38
wait14       array [2] of unsigned short int in struct copinit
+0x0054 graphics/copper.h: *98
wait_forever array [2] of unsigned short int in struct copinit
+0x006c graphics/copper.h: *102
wb_Depth     unsigned char in struct Preferences
+0x00e6 intuition/preferences.h: *125
wb_Height    unsigned short int in struct Preferences
+0x00e4 intuition/preferences.h: *124

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wb_Width      unsigned short int in struct Preferences
               +0x00e2 intuition/preferences.h: *123
wday          unsigned short int in struct ClockData
               +0x000c utility/date.h: *26
width         unsigned char in struct mouth_rb
               +0x0058 devices/narrator.h: *130
wordreserved  array [7] of unsigned short int in struct RastPort
               +0x004e graphics/rastport.h: *88
WA_Activate   #define (WA_Dummy + 0x26) = 0x80000089
               intuition/intuition.h: *1189
WA_AutoAdjust #define (WA_Dummy + 0x2D) = 0x80000090
               intuition/intuition.h: *1200
WA_BackFill   #define (WA_Dummy + 0x1C) = 0x8000007f
               intuition/intuition.h: *1171
WA_Backdrop   #define (WA_Dummy + 0x22) = 0x80000085
               intuition/intuition.h: *1185
WA_BlockPen   #define (WA_Dummy + 0x06) = 0x80000069
               intuition/intuition.h: *1100
WA_Borderless #define (WA_Dummy + 0x25) = 0x80000088
               intuition/intuition.h: *1188
WA_Checkmark  #define (WA_Dummy + 0x0A) = 0x8000006d
               intuition/intuition.h: *1105
WA_CloseGadget #define (WA_Dummy + 0x21) = 0x80000084
               intuition/intuition.h: *1184
WA_Colors     #define (WA_Dummy + 0x19) = 0x8000007c
               intuition/intuition.h: *1151
WA_CustomScreen #define (WA_Dummy + 0x0D) = 0x80000070
               intuition/intuition.h: *1111
WA_DepthGadget #define (WA_Dummy + 0x20) = 0x80000083
               intuition/intuition.h: *1183
WA_DetailPen  #define (WA_Dummy + 0x05) = 0x80000068
               intuition/intuition.h: *1099
WA_DragBar    #define (WA_Dummy + 0x1F) = 0x80000082
               intuition/intuition.h: *1182
WA_Dummy      #define (TAG_USER + 99) = 0x80000063
               intuition/intuition.h: *1092
WA_Flags      #define (WA_Dummy + 0x08) = 0x8000006b
               intuition/intuition.h: *1103
WA_Gadgets    #define (WA_Dummy + 0x09) = 0x8000006c
               intuition/intuition.h: *1104
WA_GimmeZeroZero #define (WA_Dummy + 0x2E) = 0x80000091
               intuition/intuition.h: *1205
WA_Height     #define (WA_Dummy + 0x04) = 0x80000067
               intuition/intuition.h: *1098
WA_IDCMP      #define (WA_Dummy + 0x07) = 0x8000006a
               intuition/intuition.h: *1101
WA_InnerHeight #define (WA_Dummy + 0x14) = 0x80000077
               intuition/intuition.h: *1122
WA_InnerWidth #define (WA_Dummy + 0x13) = 0x80000076
               intuition/intuition.h: *1121
WA_Left       #define (WA_Dummy + 0x01) = 0x80000064
               intuition/intuition.h: *1095
WA_MaxHeight  #define (WA_Dummy + 0x12) = 0x80000075
               intuition/intuition.h: *1117
WA_MaxWidth   #define (WA_Dummy + 0x11) = 0x80000074
               intuition/intuition.h: *1116
WA_MenuHelp   #define (WA_Dummy + 0x2F) = 0x80000092

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intuition/intuition.h: *1209
WA_MinHeight      #define (WA_Dummy + 0x10) = 0x80000073
intuition/intuition.h: *1115
WA_MinWidth       #define (WA_Dummy + 0x0F) = 0x80000072
intuition/intuition.h: *1114
WA_MouseQueue     #define (WA_Dummy + 0x1B) = 0x8000007e
intuition/intuition.h: *1167
WA_NoCareRefresh  #define (WA_Dummy + 0x24) = 0x80000087
intuition/intuition.h: *1187
WA_PubScreen      #define (WA_Dummy + 0x16) = 0x80000079
intuition/intuition.h: *1136
WA_PubScreenFallBack #define (WA_Dummy + 0x17) = 0x8000007a
intuition/intuition.h: *1143
WA_PubScreenName  #define (WA_Dummy + 0x15) = 0x80000078
intuition/intuition.h: *1131
WA_RMBTrap        #define (WA_Dummy + 0x27) = 0x8000008a
intuition/intuition.h: *1190
WA_ReportMouse    #define (WA_Dummy + 0x23) = 0x80000086
intuition/intuition.h: *1186
WA_RptQueue       #define (WA_Dummy + 0x1D) = 0x80000080
intuition/intuition.h: *1175
WA_ScreenTitle    #define (WA_Dummy + 0x0C) = 0x8000006f
intuition/intuition.h: *1110
WA_SimpleRefresh  #define (WA_Dummy + 0x29) = 0x8000008c
intuition/intuition.h: *1192
WA_SizeBBottom    #define (WA_Dummy + 0x2C) = 0x8000008f
intuition/intuition.h: *1197
WA_SizeBRight     #define (WA_Dummy + 0x2B) = 0x8000008e
intuition/intuition.h: *1196
WA_SizeGadget     #define (WA_Dummy + 0x1E) = 0x80000081
intuition/intuition.h: *1181
WA_SmartRefresh   #define (WA_Dummy + 0x2A) = 0x8000008d
intuition/intuition.h: *1194
WA_SuperBitMap    #define (WA_Dummy + 0x0E) = 0x80000071
intuition/intuition.h: *1112
WA_Title          #define (WA_Dummy + 0x0B) = 0x8000006e
intuition/intuition.h: *1106
WA_Top            #define (WA_Dummy + 0x02) = 0x80000065
intuition/intuition.h: *1096
WA_WBenchWindow   #define (WA_Dummy + 0x28) = 0x8000008b
intuition/intuition.h: *1191
WA_Width          #define (WA_Dummy + 0x03) = 0x80000066
intuition/intuition.h: *1097
WA_WindowName     #define (WA_Dummy + 0x18) = 0x8000007b
intuition/intuition.h: *1149
WA_Zoom           #define (WA_Dummy + 0x1A) = 0x8000007d
intuition/intuition.h: *1159
WBAPPICON         #define 8 = 0x00000008  workbench/workbench.h: *42
WBArg             structure tag size 0x0008 workbench/startup.h: *33, 36
libraries/asl.h: 77
workbench/workbench.h: 132
WBDEVICE          #define 6 = 0x00000006  workbench/workbench.h: *40
WBDISK           #define 1 = 0x00000001  workbench/workbench.h: *35
WBDRAWER         #define 2 = 0x00000002  workbench/workbench.h: *36
WBENCHCLOSE      #define 0x0002 = 0x00000002  intuition/intuition.h: *779
WBENCHMESSAGE    #define IDCMP_WBENCHMESSAGE = 0x00020000
intuition/iobsolete.h: *131

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WBENCHOPEN      #define 0x0001 = 0x00000001  intuition/intuition.h: *778
WBENCHSCREEN    #define 0x0001 = 0x00000001  intuition/screens.h: *161
WBENCHWINDOW    #define WFLG_WBENCHWINDOW = 0x02000000
                  intuition/iobsolete.h: *167
WBGARBAGE       #define 5 = 0x00000005  workbench/workbench.h: *39
WBKICK          #define 7 = 0x00000007  workbench/workbench.h: *41
WBPROJECT       #define 4 = 0x00000004  workbench/workbench.h: *38
WBStartup       structure tag size 0x0028 workbench/startup.h: *27
WBTOOL          #define 3 = 0x00000003  workbench/workbench.h: *37
WB_DISKMAGIC    #define 0xe310 = 0x0000e310  workbench/workbench.h: *77
WB_DISKREVISION #define 1 = 0x00000001  workbench/workbench.h: *79
WB_DISKREVISIONMASK #define 255 = 0x000000ff  workbench/workbench.h: *81
WB_DISKVERSION  #define 1 = 0x00000001  workbench/workbench.h: *78
WBorBottom      char in struct Screen +0x0026 intuition/screens.h: *122
WBorLeft        char in struct Screen +0x0024 intuition/screens.h: *122
WBorRight       char in struct Screen +0x0025 intuition/screens.h: *122
WBorTop         char in struct Screen +0x0023 intuition/screens.h: *122
WDOWNBACK       #define GTYP_WDOWNBACK = 0x00000060
                  intuition/iobsolete.h: *101
WDRAGGING       #define GTYP_WDRAGGING = 0x00000020
                  intuition/iobsolete.h: *97
WFLG_ACTIVATE   #define 0x00001000 = 0x00001000  intuition/intuition.h: *932
WFLG_BACKDROP   #define 0x00000100 = 0x00000100  intuition/intuition.h: *924
WFLG_BORDERLESS #define 0x00000800 = 0x00000800  intuition/intuition.h: *930
WFLG_CLOSEGADGET #define 0x00000008 = 0x00000008  intuition/intuition.h: *911
WFLG_DEPTHGADGET #define 0x00000004 = 0x00000004  intuition/intuition.h: *910
WFLG_DRAGBAR    #define 0x00000002 = 0x00000002  intuition/intuition.h: *909
WFLG_GIMMEZEROZERO #define 0x00000400 = 0x00000400
                  intuition/intuition.h: *928
WFLG_HASZOOM     #define 0x20000000 = 0x20000000  intuition/intuition.h: *957
WFLG_INREQUEST  #define 0x00004000 = 0x00004000  intuition/intuition.h: *937
WFLG_MENUSTATE  #define 0x00008000 = 0x00008000  intuition/intuition.h: *938
WFLG_NOCAREREFRESH #define 0x00020000 = 0x00020000
                  intuition/intuition.h: *942
WFLG_NW_EXTENDED #define 0x00040000 = 0x00040000  intuition/intuition.h: *951
WFLG_OTHER_REFRESH #define 0x000000C0 = 0x000000c0
                  intuition/intuition.h: *922
WFLG_REFRESHBITS #define 0x000000C0 = 0x000000c0  intuition/intuition.h: *918
WFLG_REPORTMOUSE #define 0x00000200 = 0x00000200  intuition/intuition.h: *926
WFLG_RMBTRAP    #define 0x00010000 = 0x00010000  intuition/intuition.h: *941
WFLG_SIMPLE_REFRESH #define 0x00000040 = 0x00000040
                  intuition/intuition.h: *920
WFLG_SIZEBBOTTOM #define 0x00000020 = 0x00000020  intuition/intuition.h: *914
WFLG_SIZEBRIGHT #define 0x00000010 = 0x00000010  intuition/intuition.h: *913
WFLG_SIZEGADGET #define 0x00000001 = 0x00000001  intuition/intuition.h: *908
WFLG_SMART_REFRESH #define 0x00000000 = 0x00000000
                  intuition/intuition.h: *919
WFLG_SUPER_BITMAP #define 0x00000080 = 0x00000080  intuition/intuition.h: *921
WFLG_VISITOR     #define 0x08000000 = 0x08000000  intuition/intuition.h: *955
WFLG_WBENCHWINDOW #define 0x02000000 = 0x02000000  intuition/intuition.h: *946
WFLG_WINDOWACTIVE #define 0x00002000 = 0x00002000  intuition/intuition.h: *936
WFLG_WINDOWREFRESH #define 0x01000000 = 0x01000000
                  intuition/intuition.h: *945
WFLG_WINDOWTICKED #define 0x04000000 = 0x04000000  intuition/intuition.h: *947
WFLG_ZOOMED      #define 0x10000000 = 0x10000000  intuition/intuition.h: *956
WINDOWACTIVE     #define WFLG_WINDOWACTIVE = 0x00002000
                  intuition/iobsolete.h: *161
```

```

WINDOWCLOSE      #define WFLG_CLOSEGADGET = 0x00000008
                  intuition/iobsolete.h: *148
WINDOWDEPTH      #define WFLG_DEPTHGADGET = 0x00000004
                  intuition/iobsolete.h: *147
WINDOWDRAG       #define WFLG_DRAGBAR = 0x00000002
                  intuition/iobsolete.h: *146
WINDOWREFRESH    #define WFLG_WINDOWREFRESH = 0x01000000
                  intuition/iobsolete.h: *166
WINDOWSIZING     #define WFLG_SIZEGADGET = 0x00000001
                  intuition/iobsolete.h: *145
WINDOWTICKED     #define WFLG_WINDOWTICKED = 0x04000000
                  intuition/iobsolete.h: *168
WLayer           pointer to struct Layer in struct Window
                  +0x007c intuition/intuition.h: *890
WORD             short int   exec/types.h: *41
WORDBITS         unsigned short int   exec/types.h: *43
WORKBENCH_ICON_H #define workbench/icon.h: *2
WORKBENCH_NAME   #define "workbench.library" workbench/workbench.h: *119
WORKBENCH_STARTUP_H #define workbench/startup.h: *2, 1
WORKBENCH_WORKBENCH_H #define workbench/workbench.h: *2
WScreen          pointer to struct Screen in struct Window
                  +0x002e intuition/intuition.h: *819
WUPFRONT         #define GTYP_WUPFRONT = 0x00000040
                  intuition/iobsolete.h: *99
W_TRACTOR       #define 0x30 = 0x00000030 intuition/preferences.h: *188
WarmCapture      pointer to void in struct ExecBase
                  +0x0032 exec/execbase.h: *46
Width            short int in struct Layer +0x0086 graphics/clip.h: *57
Width            short int in struct Menu +0x0008 intuition/intuition.h: *66
Width            short int in struct MenuItem
                  +0x0008 intuition/intuition.h: *94
Width            short int in struct Requester
                  +0x0008 intuition/intuition.h: *150
Width            short int in struct Gadget +0x0008 intuition/intuition.h: *221
Width            short int in struct Image +0x0004 intuition/intuition.h: *623
Width            short int in struct IBox +0x0004 intuition/intuition.h: *786
Width            short int in struct Window +0x0008 intuition/intuition.h: *800
Width            short int in struct NewWindow
                  +0x0004 intuition/intuition.h: *977
Width            short int in struct ExtNewWindow
                  +0x0004 intuition/intuition.h: *1047
Width            short int in struct Screen +0x000c intuition/screens.h: *104
Width            short int in struct NewScreen
                  +0x0004 intuition/screens.h: *312
Width            short int in struct ExtNewScreen
                  +0x0004 intuition/screens.h: *348
Width            short int in struct VSprite +0x001c graphics/gels.h: *99
Width            short int in struct (no tag)
                  +0x0000 intuition/imageclass.h: *165
Width            short int in struct (no tag)
                  +0x0000 intuition/imageclass.h: *182
Width            short int in struct (no tag)
                  +0x0000 intuition/imageclass.h: *197
Window           structure tag size 0x0088 devices/conunit.h: *58
                  intuition/intuition.h: 172, 713, 795, 797, 844
                  intuition/screens.h: 101
                  intuition/cghooks.h: 30

```

```

intuition/intuitionbase.h: 74
Window      pointer to void in struct Layer +0x0028 graphics/clip.h: *46
WindowPort  pointer to struct MsgPort in struct Window
            +0x005a intuition/intuition.h: *856
WorkBuffer  pointer to unsigned char in struct StringExtend
            +0x0010 intuition/sghooks.h: *28
WorkBuffer  pointer to unsigned char in struct SGWork
            +0x0008 intuition/sghooks.h: *37
WorkName    array [30] of unsigned char in struct Preferences
            +0x00ba intuition/preferences.h: *112
WriteChar   macro (1 argument)    dos/stdio.h: *18
WriteStr    macro (1 argument)    dos/stdio.h: *23

```

1.6 2.0 IncludeXREF: X

```

x          short int in struct tPoint +0x0000 graphics/gfx.h: *43
x          unsigned short int in struct SimpleSprite
            +0x0006 graphics/sprite.h: *25
xln_Init   pointer to function returning long int in struct ExtendedNode
            +0x0014 graphics/gfxnodes.h: *28
xln_Library long int in struct ExtendedNode
            +0x0010 graphics/gfxnodes.h: *27
xln_Name   pointer to char in struct ExtendedNode
            +0x000a graphics/gfxnodes.h: *24
xln_Pred   pointer to struct Node in struct ExtendedNode
            +0x0004 graphics/gfxnodes.h: *21
xln_Pri    char in struct ExtendedNode +0x0009 graphics/gfxnodes.h: *23
xln_Subsystem unsigned char in struct ExtendedNode
            +0x000e graphics/gfxnodes.h: *25
xln_Subtype unsigned char in struct ExtendedNode
            +0x000f graphics/gfxnodes.h: *26
xln_Succ   pointer to struct Node in struct ExtendedNode
            +0x0000 graphics/gfxnodes.h: *20
xln_Type   unsigned char in struct ExtendedNode
            +0x0008 graphics/gfxnodes.h: *22
X          short int in struct (no tag)
            +0x0000 devices/inpotevent.h: *91
X          unsigned short int in struct (no tag)
            +0x0000 devices/inpotevent.h: *110
X          unsigned short int in struct (no tag)
            +0x0000 devices/inpotevent.h: *114
X          unsigned short int in struct (no tag)
            +0x0000 intuition/screens.h: *71
X          short int in struct VSprite +0x0018 graphics/gels.h: *96
X          short int in struct (no tag)
            +0x0000 intuition/gadgetclass.h: *180
X          short int in struct (no tag)
            +0x0000 intuition/gadgetclass.h: *207
X          short int in struct (no tag)
            +0x0000 intuition/imageclass.h: *156
X          short int in struct (no tag)
            +0x0000 intuition/imageclass.h: *176
X          short int in struct (no tag)
            +0x0000 intuition/imageclass.h: *191
XAccel     short int in struct AnimOb +0x001a graphics/gels.h: *215

```

```

XOffset      char in struct Window +0x0050 intuition/intuition.h: *852
XOffset      char in struct Preferences
              +0x0064 intuition/preferences.h: *62
XTrans       short int in struct AnimComp +0x001c graphics/gels.h: *193
XVel         short int in struct AnimOb +0x0016 graphics/gels.h: *214
XY           pointer to short int in struct Border
              +0x0008 intuition/intuition.h: *604

```

1.7 2.0 IncludeXREF: Y

```

y            short int in struct tPoint +0x0002 graphics/gfx.h: *43
y            unsigned short int in struct SimpleSprite
              +0x0008 graphics/sprite.h: *25
year         unsigned short int in struct ClockData
              +0x000a utility/date.h: *25
Y            short int in struct (no tag)
              +0x0002 devices/inpotevent.h: *92
Y            unsigned short int in struct (no tag)
              +0x0002 devices/inpotevent.h: *111
Y            unsigned short int in struct (no tag)
              +0x0002 devices/inpotevent.h: *115
Y            unsigned short int in struct (no tag)
              +0x0002 intuition/screens.h: *72
Y            short int in struct VSprite +0x0016 graphics/gels.h: *96
Y            short int in struct (no tag)
              +0x0002 intuition/gadgetclass.h: *181
Y            short int in struct (no tag)
              +0x0002 intuition/gadgetclass.h: *208
Y            short int in struct (no tag)
              +0x0002 intuition/imageclass.h: *157
Y            short int in struct (no tag)
              +0x0002 intuition/imageclass.h: *177
Y            short int in struct (no tag)
              +0x0002 intuition/imageclass.h: *192
YAccel       short int in struct AnimOb +0x0018 graphics/gels.h: *215
YOffset      char in struct Window +0x0051 intuition/intuition.h: *852
YOffset      char in struct Preferences
              +0x0065 intuition/preferences.h: *63
YTrans       short int in struct AnimComp +0x001a graphics/gels.h: *192
YVel         short int in struct AnimOb +0x0014 graphics/gels.h: *214

```

1.8 2.0 IncludeXREF: Z

```

ZOOMED       #define WFLG_ZOOMED = 0x10000000 intuition/iobsolete.h: *171
ZOOMIMAGE    #define (0x01L) = 0x00000001 intuition/imageclass.h: *102

```
