

IncludeXREF

COLLABORATORS

	<i>TITLE :</i> IncludeXREF		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: P

_p1	pointer to struct ClipRect in struct ClipRect
+0x0018	graphics/clip.h: *71
_p2	pointer to struct ClipRect in struct ClipRect
+0x001c	graphics/clip.h: *71
pad	unsigned short int in struct BitMap
+0x0006	graphics/gfx.h: *54
pad	array [4] of unsigned char in struct DisplayInfo
+0x0024	graphics/displayinfo.h: *60
pad	array [14] of unsigned char in struct DimensionInfo
+0x0042	graphics/displayinfo.h: *105
pad	array [36] of unsigned char in struct MonitorInfo
+0x002c	graphics/displayinfo.h: *120
pad0	array [255] of unsigned char in struct CIA
+0x0001	hardware/cia.h: *33
pad1	char in struct narrator_rb +0x0057 devices/narrator.h: *121
pad1	array [255] of unsigned char in struct CIA
+0x0101	hardware/cia.h: *35
pad10	array [255] of unsigned char in struct CIA
+0x0a01	hardware/cia.h: *53
pad11	array [255] of unsigned char in struct CIA
+0x0b01	hardware/cia.h: *55
pad12	array [255] of unsigned char in struct CIA
+0x0c01	hardware/cia.h: *57
pad13	array [255] of unsigned char in struct CIA
+0x0d01	hardware/cia.h: *59
pad14	array [255] of unsigned char in struct CIA
+0x0e01	hardware/cia.h: *61
pad2	array [255] of unsigned char in struct CIA
+0x0201	hardware/cia.h: *37
pad2d	unsigned char in struct Custom +0x005a hardware/custom.h: *68
pad3	array [255] of unsigned char in struct CIA
+0x0301	hardware/cia.h: *39
pad34	array [4] of unsigned short int in struct Custom
+0x0068	hardware/custom.h: *76
pad3b	array [3] of unsigned short int in struct Custom
+0x0076	hardware/custom.h: *80
pad4	array [255] of unsigned char in struct CIA
+0x0401	hardware/cia.h: *41

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pad5          array [255] of unsigned char in struct CIA
+0x0501 hardware/cia.h: *43
pad6          array [255] of unsigned char in struct CIA
+0x0601 hardware/cia.h: *45
pad7          array [255] of unsigned char in struct CIA
+0x0701 hardware/cia.h: *47
pad8          array [255] of unsigned char in struct CIA
+0x0801 hardware/cia.h: *49
pad86         array [1] of unsigned short int in struct Custom
+0x010e hardware/custom.h: *113
pad9          array [255] of unsigned char in struct CIA
+0x0901 hardware/cia.h: *51
pb_ChkSum     long int in struct PartitionBlock
+0x0008 devices/hardblocks.h: *131
pb_DevFlags   unsigned long int in struct PartitionBlock
+0x0020 devices/hardblocks.h: *136
pb_DriveName  array [32] of unsigned char in struct PartitionBlock
+0x0024 devices/hardblocks.h: *137
pb_EReserved  array [15] of unsigned long int in struct PartitionBlock
+0x00c4 devices/hardblocks.h: *141
pb_Environment array [17] of unsigned long int in struct PartitionBlock
+0x0080 devices/hardblocks.h: *140
pb_Flags      unsigned long int in struct PartitionBlock
+0x0014 devices/hardblocks.h: *134
pb_HostID     unsigned long int in struct PartitionBlock
+0x000c devices/hardblocks.h: *132
pb_ID         unsigned long int in struct PartitionBlock
+0x0000 devices/hardblocks.h: *129
pb_Next       unsigned long int in struct PartitionBlock
+0x0010 devices/hardblocks.h: *133
pb_Reserved1  array [2] of unsigned long int in struct PartitionBlock
+0x0018 devices/hardblocks.h: *135
pb_Reserved2  array [15] of unsigned long int in struct PartitionBlock
+0x0044 devices/hardblocks.h: *139
pb_SummedLongs unsigned long int in struct PartitionBlock
+0x0004 devices/hardblocks.h: *130
pd_Device     struct DeviceData(size 0x0034 bytes) in struct PrinterData
+0x0000 devices/prtbase.h: *66
pd_Flags      unsigned char in struct PrinterData
+0x09b6 devices/prtbase.h: *95
pd_Flags1     unsigned char in struct PrinterData
+0x0aa1 devices/prtbase.h: *100
pd_IORPort    struct MsgPort(size 0x0022 bytes) in struct PrinterData
+0x0138 devices/prtbase.h: *92
pd_OldStk     array [2048] of unsigned char in struct PrinterData
+0x01b6 devices/prtbase.h: *94
pd_PBothReady pointer to function returning int in struct PrinterData
+0x0068 devices/prtbase.h: *74
pd_PIOR0      #define pd_ior0.pd_p0 devices/prtbase.h: *80
pd_PIOR1      #define pd_ior1.pd_p1 devices/prtbase.h: *88
pd_PWaitEnabled unsigned char in struct PrinterData
+0x0aa0 devices/prtbase.h: *98
pd_PWrite     pointer to function returning int in struct PrinterData
+0x0064 devices/prtbase.h: *73
pd_Preferences struct Preferences(size 0x00e8 bytes) in struct PrinterData
+0x09b8 devices/prtbase.h: *97
pd_PrintBuf   pointer to unsigned char in struct PrinterData

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+0x0060 devices/prtbase.h: *72
pd_PrinterSegment long int in struct PrinterData +0x0056 devices/prtbase.h: *68
pd_PrinterType unsigned short int in struct PrinterData
+0x005a devices/prtbase.h: *69
pd_SIOR0 #define pd_ior0.pd_s0 devices/prtbase.h: *81
pd_SIOR1 #define pd_ior1.pd_s1 devices/prtbase.h: *89
pd_SegmentData pointer to struct PrinterSegment in struct PrinterData
+0x005c devices/prtbase.h: *71
pd_Stk array [4096] of unsigned char in struct PrinterData
+0x0aa2 devices/prtbase.h: *101
pd_TC struct Task(size 0x005c bytes) in struct PrinterData
+0x015a devices/prtbase.h: *93
pd_TIOR struct timerequest(size 0x0028 bytes) in struct PrinterData
+0x0110 devices/prtbase.h: *91
pd_Unit struct MsgPort(size 0x0022 bytes) in struct PrinterData
+0x0034 devices/prtbase.h: *67
pd_ior0 union (no tag) (size 0x0052 bytes) in struct PrinterData
+0x006c devices/prtbase.h: *78
pd_ior1 union (no tag) (size 0x0052 bytes) in struct PrinterData
+0x00be devices/prtbase.h: *86
pd_p0 struct IOExtPar(size 0x003e bytes) in union (no tag)
+0x0000 devices/prtbase.h: *76
pd_p1 struct IOExtPar(size 0x003e bytes) in union (no tag)
+0x0000 devices/prtbase.h: *84
pd_pad unsigned char in struct PrinterData
+0x09b7 devices/prtbase.h: *96
pd_s0 struct IOExtSer(size 0x0052 bytes) in union (no tag)
+0x0000 devices/prtbase.h: *77
pd_s1 struct IOExtSer(size 0x0052 bytes) in union (no tag)
+0x0000 devices/prtbase.h: *85
ped_8BitChars pointer to pointer to char in struct PrinterExtendedData
+0x0036 devices/prtbase.h: *155
ped_Close pointer to function returning void in struct
PrinterExtendedData
+0x0010 devices/prtbase.h: *140
ped_ColorClass unsigned char in struct PrinterExtendedData
+0x0015 devices/prtbase.h: *142
ped_Commands pointer to pointer to pointer to char in struct
PrinterExtendedData
+0x0026 devices/prtbase.h: *150
ped_ConvFunc pointer to function returning int in struct
PrinterExtendedData
+0x003e devices/prtbase.h: *159
ped_DoSpecial pointer to function returning int in struct
PrinterExtendedData
+0x002a devices/prtbase.h: *151
ped_Expunge pointer to function returning void in struct
PrinterExtendedData
+0x0008 devices/prtbase.h: *138
ped_Init pointer to function returning void in struct
PrinterExtendedData
+0x0004 devices/prtbase.h: *137
ped_MaxColumns unsigned char in struct PrinterExtendedData
+0x0016 devices/prtbase.h: *143
ped_MaxXDots unsigned long int in struct PrinterExtendedData
+0x001a devices/prtbase.h: *146
ped_MaxYDots unsigned long int in struct PrinterExtendedData

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+0x001e devices/prtbase.h: *147
ped_NumCharSets unsigned char in struct PrinterExtendedData
+0x0017 devices/prtbase.h: *144
ped_NumRows      unsigned short int in struct PrinterExtendedData
+0x0018 devices/prtbase.h: *145
ped_Open         pointer to function returning int in struct
PrinterExtendedData
+0x000c devices/prtbase.h: *139
ped_PrintMode    long int in struct PrinterExtendedData
+0x003a devices/prtbase.h: *156
ped_PrinterClass unsigned char in struct PrinterExtendedData
+0x0014 devices/prtbase.h: *141
ped_PrinterName  pointer to char in struct PrinterExtendedData
+0x0000 devices/prtbase.h: *136
ped_Render       pointer to function returning int in struct
PrinterExtendedData
+0x002e devices/prtbase.h: *152
ped_TimeoutSecs  long int in struct PrinterExtendedData
+0x0032 devices/prtbase.h: *153
ped_XDotsInch    unsigned short int in struct PrinterExtendedData
+0x0022 devices/prtbase.h: *148
ped_YDotsInch    unsigned short int in struct PrinterExtendedData
+0x0024 devices/prtbase.h: *149
pgx_Container    struct IBox(size 0x0008 bytes) in struct PGX
+0x0000 intuition/cghooks.h: *72
pgx_NewKnob      struct IBox(size 0x0008 bytes) in struct PGX
+0x0008 intuition/cghooks.h: *73
pi_BotBuf        pointer to unsigned short int in struct PrtInfo
+0x0038 devices/prtgfx.h: *49
pi_ColorInt      pointer to union colorEntryin struct PrtInfo
+0x0018 devices/prtgfx.h: *41
pi_ColorIntSize  unsigned short int in struct PrtInfo
+0x0042 devices/prtgfx.h: *54
pi_ColorMap      pointer to union colorEntryin struct PrtInfo
+0x0014 devices/prtgfx.h: *40
pi_ColorMapSize  unsigned short int in struct PrtInfo
+0x0040 devices/prtgfx.h: *53
pi_Dest1Int      pointer to union colorEntryin struct PrtInfo
+0x0020 devices/prtgfx.h: *43
pi_Dest1IntSize  unsigned short int in struct PrtInfo
+0x0046 devices/prtgfx.h: *56
pi_Dest2Int      pointer to union colorEntryin struct PrtInfo
+0x0024 devices/prtgfx.h: *44
pi_Dest2IntSize  unsigned short int in struct PrtInfo
+0x0048 devices/prtgfx.h: *57
pi_HamBuf        pointer to unsigned short int in struct PrtInfo
+0x0010 devices/prtgfx.h: *39
pi_HamBufSize    unsigned short int in struct PrtInfo
+0x003e devices/prtgfx.h: *52
pi_HamInt        pointer to union colorEntryin struct PrtInfo
+0x001c devices/prtgfx.h: *42
pi_HamIntSize    unsigned short int in struct PrtInfo
+0x0044 devices/prtgfx.h: *55
pi_PrefsFlags    unsigned short int in struct PrtInfo
+0x004e devices/prtgfx.h: *61
pi_RowBuf        pointer to unsigned short int in struct PrtInfo
+0x000c devices/prtgfx.h: *38
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pi_RowBufSize      unsigned short int in struct PrtInfo
                   +0x003c devices/prtgfx.h: *51
pi_ScaleX          pointer to unsigned short int in struct PrtInfo
                   +0x0028 devices/prtgfx.h: *45
pi_ScaleXAlt       pointer to unsigned short int in struct PrtInfo
                   +0x002c devices/prtgfx.h: *46
pi_ScaleXAltSize   unsigned short int in struct PrtInfo
                   +0x004c devices/prtgfx.h: *59
pi_ScaleXSize      unsigned short int in struct PrtInfo
                   +0x004a devices/prtgfx.h: *58
pi_TopBuf          pointer to unsigned short int in struct PrtInfo
                   +0x0034 devices/prtgfx.h: *48
pi_dmatrix         pointer to unsigned char in struct PrtInfo
                   +0x0030 devices/prtgfx.h: *47
pi_ety             short int in struct PrtInfo +0x0068 devices/prtgfx.h: *71
pi_flags           unsigned short int in struct PrtInfo
                   +0x0070 devices/prtgfx.h: *75
pi_height          unsigned short int in struct PrtInfo
                   +0x005a devices/prtgfx.h: *66
pi_pc              unsigned long int in struct PrtInfo
                   +0x005c devices/prtgfx.h: *67
pi_pr              unsigned long int in struct PrtInfo
                   +0x0060 devices/prtgfx.h: *68
pi_render          pointer to function returning int in struct PrtInfo
                   +0x0000 devices/prtgfx.h: *35
pi_rp              pointer to struct RastPort in struct PrtInfo
                   +0x0004 devices/prtgfx.h: *36
pi_special         unsigned long int in struct PrtInfo
                   +0x0050 devices/prtgfx.h: *62
pi_temprp          pointer to struct RastPort in struct PrtInfo
                   +0x0008 devices/prtgfx.h: *37
pi_tempwidth       unsigned short int in struct PrtInfo
                   +0x006e devices/prtgfx.h: *74
pi_threshold       unsigned short int in struct PrtInfo
                   +0x006c devices/prtgfx.h: *73
pi_width           unsigned short int in struct PrtInfo
                   +0x0058 devices/prtgfx.h: *65
pi_xpos            unsigned short int in struct PrtInfo
                   +0x006a devices/prtgfx.h: *72
pi_xstart          unsigned short int in struct PrtInfo
                   +0x0054 devices/prtgfx.h: *63
pi_ymod            unsigned short int in struct PrtInfo
                   +0x0066 devices/prtgfx.h: *70
pi_ymult           unsigned short int in struct PrtInfo
                   +0x0064 devices/prtgfx.h: *69
pi_ystart          unsigned short int in struct PrtInfo
                   +0x0056 devices/prtgfx.h: *64
pitch              unsigned short int in struct narrator_rb
                   +0x0032 devices/narrator.h: *96
pos                unsigned short int in struct SpriteDef
                   +0x0000 hardware/custom.h: *117
posctldata         pointer to unsigned short int in struct SimpleSprite
                   +0x0000 graphics/sprite.h: *23
pot0dat            unsigned short int in struct Custom
                   +0x0012 hardware/custom.h: *37
pot1dat            unsigned short int in struct Custom
                   +0x0014 hardware/custom.h: *38

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potgo          unsigned short int in struct Custom
               +0x0034 hardware/custom.h: *53
potinp         unsigned short int in struct Custom
               +0x0016 hardware/custom.h: *39
pow           macro (2 arguments)   libraries/mathffp.h: *46
               libraries/mathieeedp.h: *46
pr_Arguments   pointer to unsigned char in struct Process
               +0x00cc dos/dosextens.h: *64
pr_CES         long int in struct Process +0x00e0 dos/dosextens.h: *67
pr_CIS         long int in struct Process +0x009c dos/dosextens.h: *50
pr_CLI         long int in struct Process +0x00ac dos/dosextens.h: *54
pr_COS         long int in struct Process +0x00a0 dos/dosextens.h: *51
pr_ConsoleTask pointer to void in struct Process +0x00a4 dos/dosextens.h: *52
pr_CurrentDir  long int in struct Process +0x0098 dos/dosextens.h: *49
pr_ExitCode    pointer to function returning void in struct Process
               +0x00c4 dos/dosextens.h: *62
pr_ExitData    long int in struct Process +0x00c8 dos/dosextens.h: *63
pr_FileSystemTask pointer to void in struct Process
               +0x00a8 dos/dosextens.h: *53
pr_Flags       long int in struct Process +0x00c0 dos/dosextens.h: *61
pr_GlobVec     pointer to void in struct Process +0x0088 dos/dosextens.h: *45
pr_HomeDir     long int in struct Process +0x00bc dos/dosextens.h: *60
pr_LocalVars   struct MinList(size 0x000c bytes) in struct Process
               +0x00d0 dos/dosextens.h: *65
pr_MsgPort     struct MsgPort(size 0x0022 bytes) in struct Process
               +0x005c dos/dosextens.h: *41
pr_Pad         short int in struct Process +0x007e dos/dosextens.h: *42
pr_PktWait     pointer to void in struct Process +0x00b4 dos/dosextens.h: *56
pr_Result2     long int in struct Process +0x0094 dos/dosextens.h: *48
pr_ReturnAddr  pointer to void in struct Process +0x00b0 dos/dosextens.h: *55
pr_SegList     long int in struct Process +0x0080 dos/dosextens.h: *43
pr_ShellPrivate unsigned long int in struct Process
               +0x00dc dos/dosextens.h: *66
pr_StackBase   long int in struct Process +0x0090 dos/dosextens.h: *47
pr_StackSize   long int in struct Process +0x0084 dos/dosextens.h: *44
pr_Task        struct Task(size 0x005c bytes) in struct Process
               +0x0000 dos/dosextens.h: *40
pr_TaskNum     long int in struct Process +0x008c dos/dosextens.h: *46
pr_WindowPtr   pointer to void in struct Process +0x00b8 dos/dosextens.h: *57
prev          pointer to struct ClipRect in struct ClipRect
               +0x0004 graphics/clip.h: *67
priority       char in struct narrator_rb +0x0056 devices/narrator.h: *120
priority       unsigned short int in struct Layer
               +0x001c graphics/clip.h: *41
ps_NextSegment unsigned long int in struct PrinterSegment
               +0x0000 devices/prtbase.h: *163
ps_PED         struct PrinterExtendedData(size 0x0042 bytes) in struct
               PrinterSegment
               +0x000c devices/prtbase.h: *167
ps_Revision    unsigned short int in struct PrinterSegment
               +0x000a devices/prtbase.h: *166
ps_Version     unsigned short int in struct PrinterSegment
               +0x0008 devices/prtbase.h: *165
ps_runAlert    unsigned long int in struct PrinterSegment
               +0x0004 devices/prtbase.h: *164
psn_Flags      unsigned short int in struct PubScreenNode
               +0x0012 intuition/screens.h: *385

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psn_Node          struct Node(size 0x000e bytes) in struct PubScreenNode
                   +0x0000 intuition/screens.h: *383
psn_Screen         pointer to struct Screen in struct PubScreenNode
                   +0x000e intuition/screens.h: *384
psn_SigBit         unsigned char in struct PubScreenNode
                   +0x001c intuition/screens.h: *389
psn_SigTask        pointer to struct Task in struct PubScreenNode
                   +0x0018 intuition/screens.h: *388
psn_Size           short int in struct PubScreenNode
                   +0x0014 intuition/screens.h: *386
psn_VisitorCount   short int in struct PubScreenNode
                   +0x0016 intuition/screens.h: *387
PAL                #define 4 = 0x00000004 graphics/gfxbase.h: *97
PALETTEIDCMP       #define (IDCMP_GADGETUP) = 0x00000040
                   libraries/gadtools.h: *75
PALETTE_KIND       #define 8 = 0x00000008 libraries/gadtools.h: *42
PAL_MONITOR_ID     #define 0x00021000 = 0x00021000 graphics/displayinfo.h: *149
PAL_MONITOR_NAME   #define "pal.monitor" graphics/monitor.h: *67
PARALLELNAME       #define "parallel.device" devices/parallel.h: *91
PARALLEL_PRINTER   #define 0x00 = 0x00000000 intuition/preferences.h: *141
PARB_ACKMODE       #define 2 = 0x00000002 devices/parallel.h: *67
PARB_EOFMODE       #define 1 = 0x00000001 devices/parallel.h: *70
PARB_FASTMODE      #define 3 = 0x00000003 devices/parallel.h: *62
PARB_RAD_BOOGIE    #define 3 = 0x00000003 devices/parallel.h: *64
PARB_SHARED        #define 5 = 0x00000005 devices/parallel.h: *58
PARB_SLOWMODE      #define 4 = 0x00000004 devices/parallel.h: *60
PARE_ACKMODE       #define (1<<2) = 0x00000004 devices/parallel.h: *68
PARE_EOFMODE       #define (1<<1) = 0x00000002 devices/parallel.h: *71
PARE_FASTMODE      #define (1<<3) = 0x00000008 devices/parallel.h: *63
PARE_RAD_BOOGIE    #define (1<<3) = 0x00000008 devices/parallel.h: *65
PARE_SHARED        #define (1<<5) = 0x00000020 devices/parallel.h: *59
PARE_SLOWMODE      #define (1<<4) = 0x00000010 devices/parallel.h: *61
PA_IGNORE          #define 2 = 0x00000002 exec/ports.h: *44
PA_SIGNAL          #define 0 = 0x00000000 exec/ports.h: *42
PA_SOFTINT         #define 1 = 0x00000001 exec/ports.h: *43
PBFB_BOOTABLE      #define 0 = 0x00000000 devices/hardblocks.h: *146
PBFB_NOMOUNT       #define 1 = 0x00000001 devices/hardblocks.h: *148
PBFF_BOOTABLE      #define 1L = 0x00000001 devices/hardblocks.h: *147
PBFF_NOMOUNT       #define 2L = 0x00000002 devices/hardblocks.h: *149
PCC_4COLOR         #define 0x04 = 0x00000004 devices/prtbase.h: *120
PCC_ADDITIVE       #define 0x08 = 0x00000008 devices/prtbase.h: *121
PCC_BGR            #define 0x0A = 0x0000000a devices/prtbase.h: *123
PCC_BGRW           #define 0x0C = 0x0000000c devices/prtbase.h: *125
PCC_BGR_WB         #define 0x0B = 0x0000000b devices/prtbase.h: *124
PCC_BW             #define 0x01 = 0x00000001 devices/prtbase.h: *116
PCC_MULTI_PASS     #define 0x10 = 0x00000010 devices/prtbase.h: *133
PCC_WB             #define 0x09 = 0x00000009 devices/prtbase.h: *122
PCC_YMC            #define 0x02 = 0x00000002 devices/prtbase.h: *117
PCC_YMCB           #define 0x04 = 0x00000004 devices/prtbase.h: *119
PCC_YMC_WB         #define 0x03 = 0x00000003 devices/prtbase.h: *118
PCMBLACK           #define 3 = 0x00000003 devices/prtgfx.h: *22
PCMBLUE            #define PCMYELLOW = 0x00000000 devices/prtgfx.h: *23
PCMCIAN            #define 2 = 0x00000002 devices/prtgfx.h: *21
PCMGREEN           #define PCMAGENTA = 0x00000001 devices/prtgfx.h: *24
PCMAGENTA          #define 1 = 0x00000001 devices/prtgfx.h: *20
PCMRED             #define PCMCYAN = 0x00000002 devices/prtgfx.h: *25
PCMWHITE           #define PCMBLACK = 0x00000003 devices/prtgfx.h: *26

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PCMYELLOW      #define 0 = 0x00000000  devices/prtgfx.h: *19
PDCMD_QUERY    #define (CMD_NONSTD) = 0x00000009  devices/parallel.h: *93
PDCMD_SETPARAMS #define (CMD_NONSTD+1) = 0x0000000a  devices/parallel.h: *94
PDERR_BADDIMENSION #define 4 = 0x00000004  devices/printer.h: *207
PDERR_BUFFERMEMORY #define 7 = 0x00000007  devices/printer.h: *210
PDERR_CANCEL    #define 1 = 0x00000001  devices/printer.h: *204
PDERR_DIMENSIONOVFLOW #define 5 = 0x00000005  devices/printer.h: *208
PDERR_INTERNALMEMORY #define 6 = 0x00000006  devices/printer.h: *209
PDERR_INVERTHAM #define 3 = 0x00000003  devices/printer.h: *206
PDERR_NOERR     #define 0 = 0x00000000  devices/printer.h: *203
PDERR_NOTGRAPHICS #define 2 = 0x00000002  devices/printer.h: *205
PDERR_TOOKCONTROL #define 8 = 0x00000008  devices/printer.h: *218
PF2PRI         #define 0x40 = 0x00000040  graphics/display.h: *20
PFA_FINE_SCROLL #define 0xF = 0x0000000f  graphics/display.h: *27
PFBA          #define 0x0040 = 0x00000040  graphics/view.h: *93
PFB_FINE_SCROLL_SHIFT #define 4 = 0x00000004  graphics/display.h: *28
PFL           pointer to function returning "LONG"  libraries/commodities.h: ←
    *80
PF_ACTION      #define 3 = 0x00000003  exec/ports.h: *41
PF_FINE_SCROLL_MASK #define 0xF = 0x0000000f  graphics/display.h: *29
PGA_BORDERLESS #define PGA_Borderless = 0x80031002
                intuition/iobsolete.h: *216
PGA_Borderless #define (PGA_Dummy + 0x0002) = 0x80031002
                intuition/gadgetclass.h: *104
PGA_Dummy      #define (TAG_USER + 0x31000) = 0x80031000
                intuition/gadgetclass.h: *101
PGA_FREEDOM    #define PGA_Freedom = 0x80031001  intuition/iobsolete.h: *215
PGA_Freedom    #define (PGA_Dummy + 0x0001) = 0x80031001
                intuition/gadgetclass.h: *102
PGA_HORIZBODY  #define PGA_HorizBody = 0x80031004
                intuition/iobsolete.h: *218
PGA_HORIZPOT   #define PGA_HorizPot = 0x80031003
                intuition/iobsolete.h: *217
PGA_HorizBody  #define (PGA_Dummy + 0x0004) = 0x80031004
                intuition/gadgetclass.h: *106
PGA_HorizPot   #define (PGA_Dummy + 0x0003) = 0x80031003
                intuition/gadgetclass.h: *105
PGA_NewLook    #define (PGA_Dummy + 0x000A) = 0x8003100a
                intuition/gadgetclass.h: *113
PGA_TOP        #define PGA_Top = 0x80031009  intuition/iobsolete.h: *223
PGA_TOTAL      #define PGA_Total = 0x80031007  intuition/iobsolete.h: *221
PGA_Top        #define (PGA_Dummy + 0x0009) = 0x80031009
                intuition/gadgetclass.h: *111
PGA_Total      #define (PGA_Dummy + 0x0007) = 0x80031007
                intuition/gadgetclass.h: *109
PGA_VERTBODY   #define PGA_VertBody = 0x80031006
                intuition/iobsolete.h: *220
PGA_VERTPOT    #define PGA_VertPot = 0x80031005  intuition/iobsolete.h: *219
PGA_VISIBLE    #define PGA_Visible = 0x80031008  intuition/iobsolete.h: *222
PGA_VertBody   #define (PGA_Dummy + 0x0006) = 0x80031006
                intuition/gadgetclass.h: *108
PGA_VertPot    #define (PGA_Dummy + 0x0005) = 0x80031005
                intuition/gadgetclass.h: *107
PGA_Visible    #define (PGA_Dummy + 0x0008) = 0x80031008
                intuition/gadgetclass.h: *110
PGX           structure tag size 0x0010 intuition/cghooks.h: *71
PI            #define ((float) 3.141592653589793)  libraries/mathffp.h: *16

```

```

libraries/mathieeedp.h: 14
PI2      #define (PI/((double)2))  libraries/mathffp.h: *19
libraries/mathieeedp.h: *19
PI4      #define (PI/((double)4))  libraries/mathffp.h: *20
libraries/mathieeedp.h: *20
PICA     #define 0x000 = 0x00000000  intuition/preferences.h: *159
PIXEL_DIMENSIONS #define 0x0040 = 0x00000040  intuition/preferences.h: *250
PLACETEXT_ABOVE #define 0x0004 = 0x00000004  libraries/gadtools.h: *113
PLACETEXT_BELOW #define 0x0008 = 0x00000008  libraries/gadtools.h: *114
PLACETEXT_IN    #define 0x0010 = 0x00000010  libraries/gadtools.h: *115
PLACETEXT_LEFT  #define 0x0001 = 0x00000001  libraries/gadtools.h: *111
PLACETEXT_RIGHT #define 0x0002 = 0x00000002  libraries/gadtools.h: *112
PLANEPTR  pointer to "UBYTE"  graphics/gfx.h: *46, 55
PLNCNTMSK  #define 0x7 = 0x00000007  graphics/display.h: *17
PLNCNTSHFT #define 12 = 0x0000000c  graphics/display.h: *19
PMB_ASM    #define (M_LNM+1) = 0x00000015  devices/conunit.h: *50, 98
PMB_AWM    #define (PMB_ASM+1) = 0x00000016  devices/conunit.h: *51, 98
POINTERSIZE #define (1 + 16 + 1) * 2 = 0x00000024
intuition/preferences.h: *30, 61
POINTREL   #define 0x0001 = 0x00000001  intuition/intuition.h: *181
POPPUBSCREEN #define 0x0002 = 0x00000002  intuition/screens.h: *398
POTGONAME  #define "potgo.resource"  resources/potgo.h: *14
PPCB_COLOR #define 1 = 0x00000001  devices/prtbase.h: *107
PPCB_GFX   #define 0 = 0x00000000  devices/prtbase.h: *105
PPCF_COLOR #define 0x2 = 0x00000002  devices/prtbase.h: *108
PPCF_GFX   #define 0x1 = 0x00000001  devices/prtbase.h: *106
PPC_BWALPHA #define 0x00 = 0x00000000  devices/prtbase.h: *110
PPC_BWGFX  #define 0x01 = 0x00000001  devices/prtbase.h: *111
PPC_COLORALPHA #define 0x02 = 0x00000002  devices/prtbase.h: *112
PPC_COLORGFX #define 0x03 = 0x00000003  devices/prtbase.h: *113
PRB_CLOSEINPUT #define 3 = 0x00000003  dos/dosextens.h: *79
PRB_CLOSEOUTPUT #define 4 = 0x00000004  dos/dosextens.h: *81
PRB_FREEARGS  #define 5 = 0x00000005  dos/dosextens.h: *83
PRB_FREECLI   #define 2 = 0x00000002  dos/dosextens.h: *77
PRB_FREECURRDIR #define 1 = 0x00000001  dos/dosextens.h: *75
PRB_FREESEGLIST #define 0 = 0x00000000  dos/dosextens.h: *73
PRD_DUMPRPORT #define (CMD_NONSTD+2) = 0x0000000b  devices/printer.h: *33
PRD_PRTCOMMAND #define (CMD_NONSTD+1) = 0x0000000a  devices/printer.h: *32
PRD_QUERY     #define (CMD_NONSTD+3) = 0x0000000c  devices/printer.h: *34
PRD_RAWWRITE  #define (CMD_NONSTD+0) = 0x00000009  devices/printer.h: *31
PREDRAWN     #define 0x0002 = 0x00000002  intuition/intuition.h: *186
PRF_CLOSEINPUT #define 8 = 0x00000008  dos/dosextens.h: *80
PRF_CLOSEOUTPUT #define 16 = 0x00000010  dos/dosextens.h: *82
PRF_FREEARGS  #define 32 = 0x00000020  dos/dosextens.h: *84
PRF_FREECLI   #define 4 = 0x00000004  dos/dosextens.h: *78
PRF_FREECURRDIR #define 2 = 0x00000002  dos/dosextens.h: *76
PRF_FREESEGLIST #define 1 = 0x00000001  dos/dosextens.h: *74
PRIMARY_CLIP  #define 0 = 0x00000000  devices/clipboard.h: *57
PROPBORDERLESS #define 0x0008 = 0x00000008  intuition/intuition.h: *506
PROPGADGET    #define GTPY_PROPGADGET = 0x00000003
intuition/iobsolete.h: *106
PROPGCLASS    #define "propgclass"  intuition/classusr.h: *48
PROPNEWLOOK   #define 0x0010 = 0x00000010  intuition/intuition.h: *510
PROTO_MONITOR_ID #define 0x00051000 = 0x00051000  graphics/displayinfo.h: *214
PSNF_PRIVATE  #define (0x0001) = 0x00000001  intuition/screens.h: *392
PTermArray0   unsigned long int in struct IOPArray
+0x0000  devices/parallel.h: *20

```

```

PTermArray1      unsigned long int in struct IOPArray
+0x0004 devices/parallel.h: *21
PUBLICSCREEN      #define 0x0002 = 0x00000002 intuition/screens.h: *162
P_ANY             #define 0x80 = 0x00000080 dos/dosasl.h: *124
P_BUFSIZE         #define 256 = 0x00000100 devices/prtbase.h: *62
P_CLASS           #define 0x88 = 0x00000088 dos/dosasl.h: *132
P_NOT             #define 0x85 = 0x00000085 dos/dosasl.h: *129
P_NOTCLASS        #define 0x87 = 0x00000087 dos/dosasl.h: *131
P_NOTEND          #define 0x86 = 0x00000086 dos/dosasl.h: *130
P_OLDSTKSIZE      #define 0x0800 = 0x00000800 devices/prtbase.h: *60, 94
P_OREND           #define 0x84 = 0x00000084 dos/dosasl.h: *128
P_ORNEXT          #define 0x83 = 0x00000083 dos/dosasl.h: *127
P_ORSTART         #define 0x82 = 0x00000082 dos/dosasl.h: *126
P_REPBEG          #define 0x89 = 0x00000089 dos/dosasl.h: *133
P_REPEND          #define 0x8A = 0x0000008a dos/dosasl.h: *134
P_SAFE_SIZE       #define 128 = 0x00000080 devices/prtbase.h: *63
P_SINGLE          #define 0x81 = 0x00000081 dos/dosasl.h: *125
P_STKSIZE         #define 0x1000 = 0x00001000 devices/prtbase.h: *61, 101
P_STOP           #define 0x8B = 0x0000008b dos/dosasl.h: *135
PaletteRange      unsigned short int in struct DisplayInfo
+0x001e graphics/displayinfo.h: *58
PaperLength       unsigned short int in struct Preferences
+0x00b2 intuition/preferences.h: *99
PaperSize         unsigned short int in struct Preferences
+0x00b0 intuition/preferences.h: *98
PaperType         unsigned short int in struct Preferences
+0x00b4 intuition/preferences.h: *100
ParErr_BufTooBig  #define 2 = 0x00000002 devices/parallel.h: *97
ParErr_DevBusy    #define 1 = 0x00000001 devices/parallel.h: *96
ParErr_InitErr    #define 7 = 0x00000007 devices/parallel.h: *102
ParErr_InvParam   #define 3 = 0x00000003 devices/parallel.h: *98
ParErr_LineErr    #define 4 = 0x00000004 devices/parallel.h: *99
ParErr_NotOpen    #define 5 = 0x00000005 devices/parallel.h: *100
ParErr_PortReset  #define 6 = 0x00000006 devices/parallel.h: *101
Parent            pointer to struct Window in struct Window
+0x0042 intuition/intuition.h: *844
PartitionBlock    structure tag size 0x0100 devices/hardblocks.h: *128
PenHeight         short int in struct RastPort +0x0032 graphics/rastport.h: *77
PenWidth          short int in struct RastPort +0x0030 graphics/rastport.h: *76
Pens              array [2] of unsigned char in struct StringExtend
+0x0004 intuition/sghooks.h: *22
PixelSpeed        unsigned short int in struct DisplayInfo
+0x001a graphics/displayinfo.h: *56
PlaneOnOff        unsigned char in struct Image
+0x000f intuition/intuition.h: *660
PlaneOnOff        char in struct VSprite +0x0039 graphics/gels.h: *131
PlanePick         unsigned char in struct Image
+0x000e intuition/intuition.h: *660
PlanePick        char in struct VSprite +0x0038 graphics/gels.h: *130
Planes           array [8] of pointer to unsigned char in struct BitMap
+0x0008 graphics/gfx.h: *55
Point             typedef struct tPoint graphics/gfx.h: *44
                 graphics/displayinfo.h: 55, 59, 113, 114
Pointer           pointer to unsigned short int in struct Window
+0x004a intuition/intuition.h: *849
PointerMatrix     array [36] of unsigned short int in struct Preferences
+0x001c intuition/preferences.h: *61

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```

PointerTicks      unsigned short int in struct Preferences
                  +0x006c intuition/preferences.h: *67
PortList          struct List(size 0x000e bytes) in struct ExecBase
                  +0x0188 exec/execbase.h: *91
PowerSupplyFrequency unsigned char in struct ExecBase
                  +0x0213 exec/execbase.h: *112
Preferences       structure tag size 0x00e8 intuition/preferences.h: *44
                  devices/prtbase.h: 97
Prev              pointer to struct RegionRectangle in struct RegionRectangle
                  +0x0004 graphics/regions.h: *25
PrevBuffer        pointer to unsigned char in struct SGWork
                  +0x000c intuition/sghooks.h: *38
PrevComp          pointer to struct AnimComp in struct AnimComp
                  +0x000a graphics/gels.h: *184
PrevOb            pointer to struct AnimOb in struct AnimOb
                  +0x0004 graphics/gels.h: *203
PrevSeq           pointer to struct AnimComp in struct AnimComp
                  +0x0012 graphics/gels.h: *188
PrevVSprite       pointer to struct VSprite in struct VSprite
                  +0x0004 graphics/gels.h: *75
PrintAspect       unsigned short int in struct Preferences
                  +0x00aa intuition/preferences.h: *93
PrintDensity      unsigned char in struct Preferences
                  +0x00e0 intuition/preferences.h: *120
PrintFlags        unsigned short int in struct Preferences
                  +0x00da intuition/preferences.h: *117
PrintImage        unsigned short int in struct Preferences
                  +0x00a8 intuition/preferences.h: *92
PrintLeftMargin   unsigned short int in struct Preferences
                  +0x00a4 intuition/preferences.h: *90
PrintMaxHeight    unsigned short int in struct Preferences
                  +0x00de intuition/preferences.h: *119
PrintMaxWidth     unsigned short int in struct Preferences
                  +0x00dc intuition/preferences.h: *118
PrintPitch        unsigned short int in struct Preferences
                  +0x009e intuition/preferences.h: *87
PrintQuality      unsigned short int in struct Preferences
                  +0x00a0 intuition/preferences.h: *88
PrintRightMargin  unsigned short int in struct Preferences
                  +0x00a6 intuition/preferences.h: *91
PrintShade        unsigned short int in struct Preferences
                  +0x00ac intuition/preferences.h: *94
PrintSpacing      unsigned short int in struct Preferences
                  +0x00a2 intuition/preferences.h: *89
PrintThreshold    short int in struct Preferences
                  +0x00ae intuition/preferences.h: *95
PrintXOffset      unsigned char in struct Preferences
                  +0x00e1 intuition/preferences.h: *121
PrinterData       structure tag (size 0x1aa2 bytes) in struct PrinterData
                  devices/prtbase.h: *65
PrinterExtendedData structure tag size 0x0042 devices/prtbase.h: *135, 167
PrinterFilename   array [30] of unsigned char in struct Preferences
                  +0x0080 intuition/preferences.h: *84
PrinterPort       unsigned char in struct Preferences
                  +0x0001 intuition/preferences.h: *50
PrinterSegment    structure tag size 0x004e devices/prtbase.h: *71, 162
PrinterType       unsigned short int in struct Preferences

```

```

+0x007e intuition/preferences.h: *83
Process          structure tag size 0x00e4 dos/dosextens.h: *39
PropInfo         structure tag size 0x0016 intuition/intuition.h: *452
PropertyFlags    unsigned long int in struct DisplayInfo
+0x0012 graphics/displayinfo.h: *54
PrtInfo          structure tag size 0x0072 devices/prtgfx.h: *34
PtrHeight        char in struct Window +0x004e intuition/intuition.h: *850
PtrWidth         char in struct Window +0x004f intuition/intuition.h: *851
PubScreenNode    structure tag size 0x001d intuition/screens.h: *382

```

1.2 2.0 IncludeXREF: Q

```

QUME_LP_20       #define 0x0A = 0x0000000a intuition/preferences.h: *202
Qualifier        unsigned short int in struct IntuiMessage
+0x001a intuition/intuition.h: *690
Quantum          unsigned short int in struct ExecBase
+0x0120 exec/execbase.h: *67
QueryHeader      structure tag
size 0x0010 graphics/displayinfo.h: *42, 52, 94, 111, 134

```

1.3 2.0 IncludeXREF: R

```

ra_Buff          array [8] of char in struct RexxArg
+0x0008 rexx/storage.h: *92
ra_Flags         unsigned char in struct RexxArg +0x0006 rexx/storage.h: *90
ra_Hash          unsigned char in struct RexxArg +0x0007 rexx/storage.h: *91
ra_Length        unsigned short int in struct RexxArg
+0x0004 rexx/storage.h: *89
ra_Size          long int in struct RexxArg +0x0000 rexx/storage.h: *88
rate             unsigned short int in struct narrator_rb
+0x0030 devices/narrator.h: *95
ratioh           long int in struct MonitorSpec +0x001a graphics/monitor.h: *31
ratiov           long int in struct MonitorSpec +0x001e graphics/monitor.h: *32
rdb_AutoParkSeconds unsigned long int in struct RigidDiskBlock
+0x0094 devices/hardblocks.h: *80
rdb_BadBlockList unsigned long int in struct RigidDiskBlock
+0x0018 devices/hardblocks.h: *57
rdb_BlockBytes   unsigned long int in struct RigidDiskBlock
+0x0010 devices/hardblocks.h: *54
rdb_ChkSum       long int in struct RigidDiskBlock
+0x0008 devices/hardblocks.h: *52
rdb_ControllerProduct array [16] of char in struct RigidDiskBlock
+0x00c4 devices/hardblocks.h: *87
rdb_ControllerRevision array [4] of char in struct RigidDiskBlock
+0x00d4 devices/hardblocks.h: *88
rdb_ControllerVendor array [8] of char in struct RigidDiskBlock
+0x00bc devices/hardblocks.h: *86
rdb_CylBlocks    unsigned long int in struct RigidDiskBlock
+0x0090 devices/hardblocks.h: *79
rdb_Cylinders    unsigned long int in struct RigidDiskBlock
+0x0040 devices/hardblocks.h: *64
rdb_DiskProduct  array [16] of char in struct RigidDiskBlock

```

```
+0x00a8 devices/hardblocks.h: *83
rdb_DiskRevision array [4] of char in struct RigidDiskBlock
+0x00b8 devices/hardblocks.h: *85
rdb_DiskVendor array [8] of char in struct RigidDiskBlock
+0x00a0 devices/hardblocks.h: *83
rdb_DriveInit unsigned long int in struct RigidDiskBlock
+0x0024 devices/hardblocks.h: *60
rdb_FileSysHeaderList unsigned long int in struct RigidDiskBlock
+0x0020 devices/hardblocks.h: *59
rdb_Flags unsigned long int in struct RigidDiskBlock
+0x0014 devices/hardblocks.h: *55
rdb_Heads unsigned long int in struct RigidDiskBlock
+0x0048 devices/hardblocks.h: *66
rdb_HiCylinder unsigned long int in struct RigidDiskBlock
+0x008c devices/hardblocks.h: *78
rdb_HostID unsigned long int in struct RigidDiskBlock
+0x000c devices/hardblocks.h: *53
rdb_ID unsigned long int in struct RigidDiskBlock
+0x0000 devices/hardblocks.h: *50
rdb_Interleave unsigned long int in struct RigidDiskBlock
+0x004c devices/hardblocks.h: *67
rdb_LoCylinder unsigned long int in struct RigidDiskBlock
+0x0088 devices/hardblocks.h: *77
rdb_Park unsigned long int in struct RigidDiskBlock
+0x0050 devices/hardblocks.h: *68
rdb_PartitionList unsigned long int in struct RigidDiskBlock
+0x001c devices/hardblocks.h: *58
rdb_RDBBlocksHi unsigned long int in struct RigidDiskBlock
+0x0084 devices/hardblocks.h: *76
rdb_RDBBlocksLo unsigned long int in struct RigidDiskBlock
+0x0080 devices/hardblocks.h: *75
rdb_ReducedWrite unsigned long int in struct RigidDiskBlock
+0x0064 devices/hardblocks.h: *71
rdb_Reserved1 array [6] of unsigned long int in struct RigidDiskBlock
+0x0028 devices/hardblocks.h: *62
rdb_Reserved2 array [3] of unsigned long int in struct RigidDiskBlock
+0x0054 devices/hardblocks.h: *69
rdb_Reserved3 array [5] of unsigned long int in struct RigidDiskBlock
+0x006c devices/hardblocks.h: *73
rdb_Reserved4 array [2] of unsigned long int in struct RigidDiskBlock
+0x0098 devices/hardblocks.h: *81
rdb_Reserved5 array [10] of unsigned long int in struct RigidDiskBlock
+0x00d8 devices/hardblocks.h: *89
rdb_Sectors unsigned long int in struct RigidDiskBlock
+0x0044 devices/hardblocks.h: *65
rdb_StepRate unsigned long int in struct RigidDiskBlock
+0x0068 devices/hardblocks.h: *72
rdb_SummedLongs unsigned long int in struct RigidDiskBlock
+0x0004 devices/hardblocks.h: *51
rdb_WritePreComp unsigned long int in struct RigidDiskBlock
+0x0060 devices/hardblocks.h: *70
rec_FH long int in struct RecordLock +0x0000 dos/record.h: *30
rec_Length unsigned long int in struct RecordLock
+0x0008 dos/record.h: *32
rec_Mode unsigned long int in struct RecordLock
+0x000c dos/record.h: *33
rec_Offset unsigned long int in struct RecordLock
```

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+0x0004 dos/record.h: *31
refptr      unsigned short int in struct Custom
+0x0028 hardware/custom.h: *47
reserved    array [4] of unsigned char in struct Layer
+0x0018 graphics/clip.h: *40
reserved    long int in struct ClipRect +0x0020 graphics/clip.h: *72
reserved    array [8] of unsigned char in struct RastPort
+0x005c graphics/rastport.h: *89
reserved    array [2] of unsigned long int in struct DisplayInfo
+0x0028 graphics/displayinfo.h: *61
reserved    array [2] of unsigned long int in struct DimensionInfo
+0x0050 graphics/displayinfo.h: *106
reserved    array [2] of unsigned long int in struct MonitorInfo
+0x0050 graphics/displayinfo.h: *121
reserved    array [2] of unsigned long int in struct NameInfo
+0x0030 graphics/displayinfo.h: *136
reserved1    unsigned long int in struct Layer +0x007a graphics/clip.h: *54
reserved1    pointer to function returning int in struct SpecialMonitor
+0x001e graphics/monitor.h: *147
reserved1    unsigned char in struct ColorMap +0x0011 graphics/view.h: *123
reserved2    array [18] of unsigned char in struct Layer
+0x008a graphics/clip.h: *58
reserved2    pointer to function returning int in struct SpecialMonitor
+0x0022 graphics/monitor.h: *148
reserved2    unsigned short int in struct ColorMap
+0x0012 graphics/view.h: *124
reserved3    pointer to function returning int in struct SpecialMonitor
+0x0026 graphics/monitor.h: *149
rf_ArgList   pointer to struct WBArg in struct FileRequester
+0x0024 libraries/asl.h: *77
rf_Dir       pointer to char in struct FileRequester
+0x0008 libraries/asl.h: *68
rf_File      pointer to char in struct FileRequester
+0x0004 libraries/asl.h: *67
rf_Height    short int in struct FileRequester +0x001c libraries/asl.h: *74
rf_LeftEdge  short int in struct FileRequester +0x0016 libraries/asl.h: *73
rf_NumArgs   long int in struct FileRequester +0x0020 libraries/asl.h: *76
rf_Pat       pointer to char in struct FileRequester
+0x0034 libraries/asl.h: *81
rf_Reserved1 pointer to void in struct FileRequester
+0x0000 libraries/asl.h: *66
rf_Reserved2 unsigned long int in struct FileRequester
+0x000c libraries/asl.h: *69
rf_Reserved3 unsigned char in struct FileRequester
+0x0010 libraries/asl.h: *70
rf_Reserved4 unsigned char in struct FileRequester
+0x0011 libraries/asl.h: *71
rf_Reserved5 pointer to void in struct FileRequester
+0x0012 libraries/asl.h: *72
rf_Reserved6 short int in struct FileRequester +0x001e libraries/asl.h: *75
rf_Reserved7 pointer to void in struct FileRequester
+0x002c libraries/asl.h: *79
rf_Reserved8 pointer to void in struct FileRequester
+0x0030 libraries/asl.h: *80
rf_TopEdge   short int in struct FileRequester +0x0018 libraries/asl.h: *73
rf_UserData  pointer to void in struct FileRequester
+0x0028 libraries/asl.h: *78

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rf_Width          short int in struct FileRequester +0x001a libraries/asl.h: *74
rightmost         short int in struct GelsInfo +0x0018 graphics/rastport.h: *52
rl_COMMAND        pointer to struct NexxStr in struct RxsLib
                  +0x0050 rexx/rxslib.h: *41
rl_CTABLE         pointer to unsigned char in struct RxsLib
                  +0x0078 rexx/rxslib.h: *52
rl_Chunk          long int in struct RxsLib +0x0038 rexx/rxslib.h: *35
rl_ClipList       struct List(size 0x000e bytes) in struct RxsLib
                  +0x00c8 rexx/rxslib.h: *62
rl_DOSBase        pointer to void in struct RxsLib +0x0028 rexx/rxslib.h: *31
rl_FALSE          pointer to struct NexxStr in struct RxsLib
                  +0x0044 rexx/rxslib.h: *38
rl_Flags          unsigned char in struct RxsLib +0x0022 rexx/rxslib.h: *28
rl_IeeeDPBase     pointer to void in struct RxsLib +0x002c rexx/rxslib.h: *32
rl_LibList        struct List(size 0x000e bytes) in struct RxsLib
                  +0x00b8 rexx/rxslib.h: *60
rl_MaxNest        long int in struct RxsLib +0x003c rexx/rxslib.h: *36
rl_MsgList        struct List(size 0x000e bytes) in struct RxsLib
                  +0x00d8 rexx/rxslib.h: *64
rl_NIL            long int in struct RxsLib +0x0034 rexx/rxslib.h: *34
rl_NULL           pointer to struct NexxStr in struct RxsLib
                  +0x0040 rexx/rxslib.h: *37
rl_Node           struct Library(size 0x0022 bytes) in struct RxsLib
                  +0x0000 rexx/rxslib.h: *27
rl_Notice         pointer to unsigned char in struct RxsLib
                  +0x007c rexx/rxslib.h: *53
rl_NumClip        short int in struct RxsLib +0x00d6 rexx/rxslib.h: *63
rl_NumLib         short int in struct RxsLib +0x00c6 rexx/rxslib.h: *61
rl_NumMsg         short int in struct RxsLib +0x00e6 rexx/rxslib.h: *65
rl_NumPgm         short int in struct RxsLib +0x00f6 rexx/rxslib.h: *67
rl_NumTask        short int in struct RxsLib +0x00b6 rexx/rxslib.h: *59
rl_PgmList        struct List(size 0x000e bytes) in struct RxsLib
                  +0x00e8 rexx/rxslib.h: *66
rl_REXX           pointer to struct NexxStr in struct RxsLib
                  +0x004c rexx/rxslib.h: *40
rl_ReadLock       unsigned short int in struct RxsLib +0x00a2 rexx/rxslib.h: *56
rl_RexxDir        pointer to unsigned char in struct RxsLib
                  +0x0074 rexx/rxslib.h: *51
rl_RexxPort       struct MsgPort(size 0x0022 bytes) in struct RxsLib
                  +0x0080 rexx/rxslib.h: *55
rl_STDERR         pointer to struct NexxStr in struct RxsLib
                  +0x005c rexx/rxslib.h: *44
rl_STDIN          pointer to struct NexxStr in struct RxsLib
                  +0x0054 rexx/rxslib.h: *42
rl_STDOUT         pointer to struct NexxStr in struct RxsLib
                  +0x0058 rexx/rxslib.h: *43
rl_SegList        long int in struct RxsLib +0x0030 rexx/rxslib.h: *33
rl_Shadow         unsigned char in struct RxsLib +0x0023 rexx/rxslib.h: *29
rl_StackSize      long int in struct RxsLib +0x0070 rexx/rxslib.h: *50
rl_SysBase        pointer to void in struct RxsLib +0x0024 rexx/rxslib.h: *30
rl_TRUE           pointer to struct NexxStr in struct RxsLib
                  +0x0048 rexx/rxslib.h: *39
rl_TaskList       struct List(size 0x000e bytes) in struct RxsLib
                  +0x00a8 rexx/rxslib.h: *58
rl_TaskName       pointer to unsigned char in struct RxsLib
                  +0x0064 rexx/rxslib.h: *47
rl_TaskPri        long int in struct RxsLib +0x0068 rexx/rxslib.h: *48

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rl_TaskSeg      long int in struct RxsLib +0x006c rexx/rxslib.h: *49
rl_TraceCnt     unsigned short int in struct RxsLib +0x00f8 rexx/rxslib.h: *69
rl_TraceFH      long int in struct RxsLib +0x00a4 rexx/rxslib.h: *57
rl_Version      pointer to unsigned char in struct RxsLib
                  +0x0060 rexx/rxslib.h: *45
rl_avail        short int in struct RxsLib +0x00fa rexx/rxslib.h: *70
rm_Action       long int in struct RexxMsg +0x001c rexx/storage.h: *103
rm_Args         array [16] of pointer to unsigned char in struct RexxMsg
                  +0x0028 rexx/storage.h: *106
rm_CommAddr     pointer to unsigned char in struct RexxMsg
                  +0x006c rexx/storage.h: *109
rm_FileExt      pointer to unsigned char in struct RexxMsg
                  +0x0070 rexx/storage.h: *110
rm_LibBase      pointer to void in struct RexxMsg +0x0018 rexx/storage.h: *102
rm_Node         struct Message(size 0x0014 bytes) in struct RexxMsg
                  +0x0000 rexx/storage.h: *100
rm_PassPort     pointer to struct MsgPort in struct RexxMsg
                  +0x0068 rexx/storage.h: *108
rm_Result1      long int in struct RexxMsg +0x0020 rexx/storage.h: *104
rm_Result2      long int in struct RexxMsg +0x0024 rexx/storage.h: *105
rm_Stdin        long int in struct RexxMsg +0x0074 rexx/storage.h: *111
rm_Stdout       long int in struct RexxMsg +0x0078 rexx/storage.h: *112
rm_TaskBlock    pointer to void in struct RexxMsg +0x0014 rexx/storage.h: *101
rm_avail        long int in struct RexxMsg +0x007c rexx/storage.h: *113
rmp_Node        struct RexxRsrc(size 0x0020 bytes) in struct RexxMsgPort
                  +0x0000 rexx/rexxio.h: *65
rmp_Port        struct MsgPort(size 0x0022 bytes) in struct RexxMsgPort
                  +0x0020 rexx/rexxio.h: *66
rmp_ReplyList   struct List(size 0x000e bytes) in struct RexxMsgPort
                  +0x0042 rexx/rexxio.h: *67
rn_BootProc     pointer to struct MsgPort in struct RootNode
                  +0x002c dos/dosextens.h: *253
rn_CliList      struct MinList(size 0x000c bytes) in struct RootNode
                  +0x0020 dos/dosextens.h: *251
rn_ConsoleSegment long int in struct RootNode +0x0004 dos/dosextens.h: *246
rn_FileHandlerSegment long int in struct RootNode +0x001c dos/dosextens.h: *250
rn_Flags        long int in struct RootNode +0x0034 dos/dosextens.h: *255
rn_Info         long int in struct RootNode +0x0018 dos/dosextens.h: *249
rn_RestartSeg    long int in struct RootNode +0x0014 dos/dosextens.h: *248
rn_ShellSegment long int in struct RootNode +0x0030 dos/dosextens.h: *254
rn_TaskArray     long int in struct RootNode +0x0000 dos/dosextens.h: *243
rn_Time         struct DateStamp(size 0x000c bytes) in struct RootNode
                  +0x0008 dos/dosextens.h: *247
round           macro (1 argument)   libraries/mathffp.h: *32
                  libraries/mathieeeep.h: *32
rp             pointer to struct RastPort in struct Layer
                  +0x000c graphics/clip.h: *38
rr_Arg1         long int in struct RexxRsrc +0x0018 rexx/storage.h: *167
rr_Arg2         long int in struct RexxRsrc +0x001c rexx/storage.h: *168
rr_Base         pointer to void in struct RexxRsrc
                  +0x0010 rexx/storage.h: *165
rr_Func         short int in struct RexxRsrc +0x000e rexx/storage.h: *164
rr_Node         struct Node(size 0x000e bytes) in struct RexxRsrc
                  +0x0000 rexx/storage.h: *163
rr_Size         long int in struct RexxRsrc +0x0014 rexx/storage.h: *166
rt_ClientID     pointer to void in struct RexxTask
                  +0x00ec rexx/storage.h: *193

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rt_EndSkip      pointer to void in struct Resident
                 +0x0006 exec/resident.h: *23
rt_ErrTrap      pointer to void in struct RexxTask
                 +0x00fc rexx/storage.h: *198
rt_Flags        unsigned char in struct Resident +0x000a exec/resident.h: *24
rt_Flags        unsigned char in struct RexxTask +0x00ea rexx/storage.h: *190
rt_Global       array [200] of char in struct RexxTask
                 +0x0000 rexx/storage.h: *188
rt_Header1      struct List(size 0x000e bytes) in struct RexxTask
                 +0x0104 rexx/storage.h: *201
rt_Header2      struct List(size 0x000e bytes) in struct RexxTask
                 +0x0112 rexx/storage.h: *202
rt_Header3      struct List(size 0x000e bytes) in struct RexxTask
                 +0x0120 rexx/storage.h: *203
rt_Header4      struct List(size 0x000e bytes) in struct RexxTask
                 +0x012e rexx/storage.h: *204
rt_Header5      struct List(size 0x000e bytes) in struct RexxTask
                 +0x013c rexx/storage.h: *205
rt_IdString     pointer to char in struct Resident
                 +0x0012 exec/resident.h: *29
rt_Init         pointer to void in struct Resident
                 +0x0016 exec/resident.h: *30
rt_MatchTag     pointer to struct Resident in struct Resident
                 +0x0002 exec/resident.h: *22
rt_MatchWord    unsigned short int in struct Resident
                 +0x0000 exec/resident.h: *21
rt_MsgPkt       pointer to void in struct RexxTask
                 +0x00f0 rexx/storage.h: *194
rt_MsgPort      struct MsgPort(size 0x0022 bytes) in struct RexxTask
                 +0x00c8 rexx/storage.h: *189
rt_Name         pointer to char in struct Resident
                 +0x000e exec/resident.h: *28
rt_Pri          char in struct Resident +0x000d exec/resident.h: *27
rt_RexxPort     pointer to void in struct RexxTask
                 +0x00f8 rexx/storage.h: *196
rt_SigBit       char in struct RexxTask +0x00eb rexx/storage.h: *191
rt_StackPtr     pointer to void in struct RexxTask
                 +0x0100 rexx/storage.h: *199
rt_TaskID       pointer to void in struct RexxTask
                 +0x00f4 rexx/storage.h: *195
rt_Type         unsigned char in struct Resident +0x000c exec/resident.h: *26
rt_Version      unsigned char in struct Resident +0x000b exec/resident.h: *25
RASSIZE        macro (2 arguments) graphics/gfx.h: *58
RATIO_FIXEDPART #define 4 = 0x00000004 graphics/monitor.h: *133
RATIO_UNITY     #define (1 << RATIO_FIXEDPART) = 0x00000010
                 graphics/monitor.h: *134
RAWKEY         #define IDCMP_RAWKEY = 0x00000400
                 intuition/iobsolete.h: *124
RC_ERROR        #define 10L = 0x0000000a rexx/errors.h: *74
RC_FATAL        #define 20L = 0x00000014 rexx/errors.h: *75
RC_OK           #define 0L = 0x00000000 rexx/errors.h: *72
RC_WARN         #define 5L = 0x00000005 rexx/errors.h: *73
RDAB_NOALLOC    #define 1 = 0x00000001 dos/rdargs.h: *108
RDAB_NOPROMPT   #define 2 = 0x00000002 dos/rdargs.h: *110
RDAB_STDIN      #define 0 = 0x00000000 dos/rdargs.h: *106
RDAF_NOALLOC    #define 2 = 0x00000002 dos/rdargs.h: *109
RDAF_NOPROMPT   #define 4 = 0x00000004 dos/rdargs.h: *111

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RDAF_STDIN      #define 1 = 0x00000001  dos/rdargs.h: *107
RDA_BufSiz      long int in struct RDArgs +0x0014 dos/rdargs.h: *101
RDA_Buffer      pointer to unsigned char in struct RDArgs
                  +0x0010 dos/rdargs.h: *100
RDA_DAList      long int in struct RDArgs +0x000c dos/rdargs.h: *99
RDA_ExtHelp     pointer to unsigned char in struct RDArgs
                  +0x0018 dos/rdargs.h: *102
RDA_Flags       long int in struct RDArgs +0x001c dos/rdargs.h: *103
RDA_Source      struct CSource(size 0x000c bytes) in struct RDArgs
                  +0x0000 dos/rdargs.h: *98
RDArgs          structure tag size 0x0020 dos/rdargs.h: *97
RDBFB_CTRLRID   #define 5 = 0x00000005  devices/hardblocks.h: *106
RDBFB_DISKID    #define 4 = 0x00000004  devices/hardblocks.h: *104
RDBFB_LAST      #define 0 = 0x00000000  devices/hardblocks.h: *96
RDBFB_LASTLUN   #define 1 = 0x00000001  devices/hardblocks.h: *98
RDBFB_LASTTID   #define 2 = 0x00000002  devices/hardblocks.h: *100
RDBFB_NORESELECT #define 3 = 0x00000003  devices/hardblocks.h: *102
RDBFF_CTRLRID   #define 0x20L = 0x00000020  devices/hardblocks.h: *106
RDBFF_DISKID    #define 0x10L = 0x00000010  devices/hardblocks.h: *104
RDBFF_LAST      #define 0x01L = 0x00000001  devices/hardblocks.h: *96
RDBFF_LASTLUN   #define 0x02L = 0x00000002  devices/hardblocks.h: *98
RDBFF_LASTTID   #define 0x04L = 0x00000004  devices/hardblocks.h: *99
RDBFF_NORESELECT #define 0x08L = 0x00000008  devices/hardblocks.h: *106
RDB_LOCATION_LIMIT #define 16 = 0x00000010  devices/hardblocks.h: *93
RECOVERY_ALERT  #define 0x00000000 = 0x00000000  intuition/intuition.h: *1311
REC_EXCLUSIVE   #define 0 = 0x00000000  dos/record.h: *22
REC_EXCLUSIVE_IMMED #define 1 = 0x00000001  dos/record.h: *23
REC_SHARED      #define 2 = 0x00000002  dos/record.h: *24
REC_SHARED_IMMED #define 3 = 0x00000003  dos/record.h: *25
REFRESHBITS     #define WFLG_REFRESHBITS = 0x000000c0
                  intuition/iobsolete.h: *151
REFRESHWINDOW   #define IDCMP_REFRESHWINDOW = 0x00000004
                  intuition/iobsolete.h: *116
REGISTER        #define register  exec/types.h: *23
RELVERIFY       #define GACT_RELVERIFY = 0x00000001
                  intuition/iobsolete.h: *69
REPORTMOUSE     #define WFLG_REPORTMOUSE = 0x00000200
                  intuition/iobsolete.h: *157
REPORT_INSERT    #define 4 = 0x00000004  dos/dosextens.h: *456
REPORT_LOCK     #define 2 = 0x00000002  dos/dosextens.h: *454
REPORT_STREAM    #define 0 = 0x00000000  dos/dosextens.h: *452
REPORT_TASK     #define 1 = 0x00000001  dos/dosextens.h: *453
REPORT_VOLUME    #define 3 = 0x00000003  dos/dosextens.h: *455
REQACTIVE       #define 0x2000 = 0x00002000  intuition/intuition.h: *204
REQCLEAR        #define IDCMP_REQCLEAR = 0x00001000
                  intuition/iobsolete.h: *126
REQGADGET       #define GTYP_REQGADGET = 0x00001000
                  intuition/iobsolete.h: *95
REQOFFWINDOW    #define 0x1000 = 0x00001000  intuition/intuition.h: *203
REQSET          #define IDCMP_REQSET = 0x00000080
                  intuition/iobsolete.h: *121
REQUEST_A2024    #define 8 = 0x00000008  graphics/monitor.h: *63
REQUEST_NTSC     #define 1 = 0x00000001  graphics/monitor.h: *60
REQUEST_PAL      #define 2 = 0x00000002  graphics/monitor.h: *61
REQUEST_SPECIAL  #define 4 = 0x00000004  graphics/monitor.h: *62
REQVERIFY       #define IDCMP_REQVERIFY = 0x00000800
                  intuition/iobsolete.h: *125

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RESCOUNT          #define 2 = 0x00000002  intuition/intuitionbase.h: *42
RESOURCES_BATTCLOCK_H #define 1 = 0x00000001  resources/battclock.h: *2
RESOURCES_BATTMEMBITSAMIGA_H #define 1 = 0x00000001
    resources/battmembitsamiga.h: *2
RESOURCES_BATTMEMBITSAMIX_H #define 1 = 0x00000001
    resources/battmembitsamix.h: *2
RESOURCES_BATTMEMBITSSHARED_H #define 1 = 0x00000001
    resources/battmembitsshared.h: *2
RESOURCES_BATTMEM_H #define 1 = 0x00000001  resources/battmem.h: *2
RESOURCES_CIA_H     #define  resources/ciabase.h: *2
RESOURCES_DISK_H    #define  resources/disk.h: *2
RESOURCES_FILESYSRES_H #define  resources/filesysres.h: *2
RESOURCES_MATHRESOURCE_H #define  libraries/mathresource.h: *2
    resources/mathresource.h: 1
RESOURCES_MISC_H    #define  resources/misc.h: *2
RESOURCES_POTGO_H   #define  resources/potgo.h: *2
RETURN_ERROR        #define 10 = 0x0000000a  dos/dos.h: *200
RETURN_FAIL         #define 20 = 0x00000014  dos/dos.h: *201
RETURN_OK           #define 0 = 0x00000000  dos/dos.h: *198
RETURN_WARN         #define 5 = 0x00000005  dos/dos.h: *199
REXX_ERRORS_H       #define  rexx/errors.h: *2
REXX_REXXIO_H       #define  rexx/rexxio.h: *2
REXX_RXSLIB_H       #define  rexx/rxslib.h: *2
REXX_STORAGE_H      #define  rexx/storage.h: *2, 1
    rexx/rxslib.h: 15
RIGHTBORDER         #define GACT_RIGHTBORDER = 0x00000010
    intuition/iobsolete.h: *73
RIGHTHIT           #define 8 = 0x00000008  graphics/collide.h: *35
RIGHTIMAGE          #define (0x0CL) = 0x0000000c  intuition/imageclass.h: *108
RINGTRIGGER         #define 0x0001 = 0x00000001  graphics/gels.h: *48
RI_VERSION          #define (1) = 0x00000001  intuition/screens.h: *58
RLFB_CLOSE          #define 7 = 0x00000007  rexx/rxslib.h: *78
RLFB_HALT           #define RTFB_HALT = 0x00000001  rexx/rxslib.h: *75
RLFB_STOP           #define 6 = 0x00000006  rexx/rxslib.h: *77
RLFB_SUSP           #define RTFB_SUSP = 0x00000002  rexx/rxslib.h: *76
RLFB_TRACE          #define RTFB_TRACE = 0x00000000  rexx/rxslib.h: *74
RLFMASK             #define (1<<RLFB_TRACE) | (1<<RLFB_HALT) | (1<<RLFB_SUSP) =
    0x00000007
    rexx/rxslib.h: *80
RMBTRAP            #define WFLG_RMBTRAP = 0x00010000
    intuition/iobsolete.h: *164
RNB_PRIVATE1        #define 1 = 0x00000001  dos/dosextens.h: *260
RNB_WILDSTAR        #define 24 = 0x00000018  dos/dosextens.h: *258
RNF_PRIVATE1        #define 2 = 0x00000002  dos/dosextens.h: *261
RNF_WILDSTAR        #define (1L<<24) = 0x01000000  dos/dosextens.h: *259
ROBOTICF0           #define 1 = 0x00000001  devices/narrator.h: *66
ROOTCLASS           #define "rootclass"  intuition/classusr.h: *42
RPTR               short int  exec/types.h: *51
RP_User            pointer to pointer to void in struct RastPort
    +0x0042  graphics/rastport.h: *85
RPort             pointer to struct RastPort in struct Window
    +0x0032  intuition/intuition.h: *820
RRT_ANY           #define 0 = 0x00000000  rexx/storage.h: *172
RRT_CLIP          #define 5 = 0x00000005  rexx/storage.h: *177
RRT_FILE          #define 3 = 0x00000003  rexx/storage.h: *175
RRT_HOST          #define 4 = 0x00000004  rexx/storage.h: *176
RRT_LIB           #define 1 = 0x00000001  rexx/storage.h: *173

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RRT_PORT          #define 2 = 0x00000002 rexx/storage.h: *174
RTC_MATCHWORD     #define 0x4AFC = 0x00004afc exec/resident.h: *33
RTFB_CLOSE        #define 7 = 0x00000007 rexx/storage.h: *214
RTFB_HALT         #define 1 = 0x00000001 rexx/storage.h: *210
RTFB_SUSP         #define 2 = 0x00000002 rexx/storage.h: *211
RTFB_TCUSE        #define 3 = 0x00000003 rexx/storage.h: *212
RTFB_TRACE        #define 0 = 0x00000000 rexx/storage.h: *209
RTFB_WAIT         #define 6 = 0x00000006 rexx/storage.h: *213
RTF_AFTERDOS      #define (1<<2) = 0x00000004 exec/resident.h: *36
RTF_AUTOINIT      #define (1<<7) = 0x00000080 exec/resident.h: *35
RTF_COLDSTART     #define (1<<0) = 0x00000001 exec/resident.h: *38
RTF_SINGLETASK    #define (1<<1) = 0x00000002 exec/resident.h: *37
RTW_COLDSTART     #define 1 = 0x00000001 exec/resident.h: *43
RTW_NEVER         #define 0 = 0x00000000 exec/resident.h: *42
RUN_EXECUTE       #define -1 = 0xffffffff dos/dosextens.h: *464
RUN_SYSTEM        #define -2 = 0xffffffffe dos/dosextens.h: *465
RUN_SYSTEM_ASYNC  #define -3 = 0xffffffffd dos/dosextens.h: *466
RWindow           pointer to struct Window in struct Requester
                  +0x0048 intuition/intuition.h: *172
RXADDDCON         #define 0x0A000000 = 0x0a000000 rexx/storage.h: *131
RXADDFH           #define 0x07000000 = 0x07000000 rexx/storage.h: *128
RXADDLIB          #define 0x08000000 = 0x08000000 rexx/storage.h: *129
RXARGMASK         #define 0x0000000F = 0x0000000f rexx/storage.h: *151
RXBUFFSZ          #define 204 = 0x000000cc rexx/rexxio.h: *19, 32
RXCLOSE           #define 0x03000000 = 0x03000000 rexx/storage.h: *126
RXCodemask        #define 0xFF000000 = 0xff000000 rexx/storage.h: *150
RXCOMM            #define 0x01000000 = 0x01000000 rexx/storage.h: *124
RXFB_NOIO         #define 16 = 0x00000010 rexx/storage.h: *137
RXFB_NONRET       #define 20 = 0x00000014 rexx/storage.h: *141
RXFB_RESULT       #define 17 = 0x00000011 rexx/storage.h: *138
RXFB_STRING       #define 18 = 0x00000012 rexx/storage.h: *139
RXFB_TOKEN        #define 19 = 0x00000013 rexx/storage.h: *140
RXFF_NOIO         #define (1L << RXFB_NOIO ) = 0x00010000 rexx/storage.h: *144
RXFF_NONRET       #define (1L << RXFB_NONRET) = 0x00100000
                  rexx/storage.h: *148
RXFF_RESULT       #define (1L << RXFB_RESULT) = 0x00020000
                  rexx/storage.h: *145
RXFF_STRING       #define (1L << RXFB_STRING) = 0x00040000
                  rexx/storage.h: *146
RXFF_TOKEN        #define (1L << RXFB_TOKEN ) = 0x00080000
                  rexx/storage.h: *147
RXFUNC            #define 0x02000000 = 0x02000000 rexx/storage.h: *125
RXIO_APPEND       #define 3 = 0x00000003 rexx/rexxio.h: *40
RXIO_BEGIN        #define -1L = 0xffffffff rexx/rexxio.h: *45
RXIO_CURR         #define 0L = 0x00000000 rexx/rexxio.h: *46
RXIO_END          #define 1L = 0x00000001 rexx/rexxio.h: *47
RXIO_EXIST        #define -1 = 0xffffffff rexx/rexxio.h: *36
RXIO_READ         #define 1 = 0x00000001 rexx/rexxio.h: *38
RXIO_STRF         #define 0 = 0x00000000 rexx/rexxio.h: *37
RXIO_WRITE        #define 2 = 0x00000002 rexx/rexxio.h: *39
RXQUERY           #define 0x04000000 = 0x04000000 rexx/storage.h: *127
RXREMCN           #define 0x0B000000 = 0x0b000000 rexx/storage.h: *132
RXREMLIB          #define 0x09000000 = 0x09000000 rexx/storage.h: *130
RXSCHUNK          #define 1024 = 0x00000400 rexx/rxslib.h: *83
RXSDIR            #define "REXX" rexx/rxslib.h: *20
RXSNAME           #define "rexxsyslib.library" rexx/rxslib.h: *19
RXSNEST           #define 32 = 0x00000020 rexx/rxslib.h: *84

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RXSTACK      #define 4096 = 0x00001000  rexx/rxslib.h: *86
RXSTNAME     #define "ARexx"  rexx/rxslib.h: *21
RXSTPRI      #define 0 = 0x00000000  rexx/rxslib.h: *85
RXTCCLS      #define 0x0D000000 = 0x0d000000  rexx/storage.h: *134
RXTCPN       #define 0x0C000000 = 0x0c000000  rexx/storage.h: *133
RasInfo      structure tag size 0x000c graphics/view.h: *55, 107, 109
RasInfo      pointer to struct RasInfo in struct ViewPort
              +0x0024 graphics/view.h: *55
RasPtr       pointer to char in struct TmpRas
              +0x0000 graphics/rastport.h: *36
RastPort     structure tag (size 0x0064 bytes) in struct impErase
              devices/prtgfx.h: *36, 37
              devices/printer.h: 163
              graphics/clip.h: 38
              graphics/rastport.h: 56
              intuition/intuition.h: 820, 833
              intuition/screens.h: 128
              intuition/cghooks.h: 37
              intuition/gadgetclass.h: 191
              intuition/imageclass.h: 154, 174
RastPort     struct RastPort(size 0x0064 bytes) in struct Screen
              +0x0054 intuition/screens.h: *128
ReadChar     #define FGetC(Input())  dos/stdio.h: *17
ReadChars    macro (2 arguments)  dos/stdio.h: *21
ReadLn       macro (2 arguments)  dos/stdio.h: *22
RecordLock   structure tag size 0x0010 dos/record.h: *29
Rect32       structure tag size 0x0010 graphics/gfx.h: *35
Rectangle    structure tag size 0x0008 graphics/gfx.h: *29
              graphics/clip.h: 39, 70
              graphics/monitor.h: 45
              graphics/view.h: 83
              graphics/text.h: 169
              graphics/displayinfo.h: 100, 101, 102, 103, 104,
              115
              graphics/regions.h: 26, 31
Red          unsigned short int in struct ColorSpec
              +0x0002 intuition/intuition.h: *1243
Region       structure tag size 0x000c graphics/clip.h: *55, 56, 60
              graphics/regions.h: 29
RegionRectangle structure tag size 0x0010 graphics/regions.h: *23, 25, 32
RegionRectangle pointer to struct RegionRectangle in struct Region
              +0x0008 graphics/regions.h: *32
RelLeft      short int in struct Requester
              +0x000c intuition/intuition.h: *151
RelTop       short int in struct Requester
              +0x000e intuition/intuition.h: *151
RemBob       macro (1 argument)  graphics/gels.h: *247
Remember     structure tag size 0x000c intuition/intuition.h: *1231, 1233
RememberSize unsigned long int in struct Remember
              +0x0004 intuition/intuition.h: *1234
ReqBorder    pointer to struct Border in struct Requester
              +0x0014 intuition/intuition.h: *154
ReqCount     short int in struct Window +0x002c intuition/intuition.h: *817
ReqGadget    pointer to struct Gadget in struct Requester
              +0x0010 intuition/intuition.h: *153
ReqImage     pointer to struct Image in struct Requester
              +0x004c intuition/intuition.h: *174

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ReqLayer          pointer to struct Layer in struct Requester
+0x0020 intuition/intuition.h: *161
ReqPad1           array [32] of unsigned char in struct Requester
+0x0024 intuition/intuition.h: *163
ReqPad2           array [32] of unsigned char in struct Requester
+0x0050 intuition/intuition.h: *176
ReqText           pointer to struct IntuiText in struct Requester
+0x0018 intuition/intuition.h: *155
Requester         structure tag
size 0x0070 intuition/intuition.h: *146, 148, 813, 815
intuition/cghooks.h: 31
ResModules        pointer to void in struct ExecBase
+0x012c exec/execbase.h: *76
Reserved          unsigned long int in struct BoolInfo
+0x0006 intuition/intuition.h: *437
Reserved          array [4] of unsigned long int in struct StringExtend
+0x0014 intuition/sghooks.h: *30
Resident          structure tag size 0x001a exec/resident.h: *20, 22
Resolution        struct tPoint(size 0x0004 bytes) in struct DisplayInfo
+0x0016 graphics/displayinfo.h: *55
ResourceList      struct List(size 0x000e bytes) in struct ExecBase
+0x0150 exec/execbase.h: *87
RexxArg           structure tag size 0x0010 rexx/storage.h: *87
RexxMsg           structure tag size 0x0080 rexx/storage.h: *99
RexxMsgPort       structure tag size 0x0050 rexx/rexxio.h: *64
RexxRsrc          structure tag size 0x0020 rexx/storage.h: *162
rexx/rexxio.h: 26, 65
RexxTask          structure tag size 0x014a rexx/storage.h: *187
RigidDiskBlock    structure tag size 0x0100 devices/hardblocks.h: *49
RingXTrans        short int in struct AnimOb +0x001e graphics/gels.h: *217
RingYTrans        short int in struct AnimOb +0x001c graphics/gels.h: *217
RootNode          structure tag size 0x0038 dos/dosextens.h: *230, 242
RowSizeChange     char in struct Preferences
+0x00d8 intuition/preferences.h: *114
Rows              unsigned short int in struct BitMap
+0x0002 graphics/gfx.h: *51
RxOffset          short int in struct RasInfo +0x0008 graphics/view.h: *111
RxsLib            structure tag size 0x00fc rexx/rxslib.h: *26
RyOffset          short int in struct RasInfo +0x000a graphics/view.h: *111

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