

IncludeXREF

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IncludeXREF

1.1 2.0 IncludeXREF: J

```

joy0dat      unsigned short int in struct Custom
             +0x000a hardware/custom.h: *33
joy1dat      unsigned short int in struct Custom
             +0x000c hardware/custom.h: *34
joytest      unsigned short int in struct Custom
             +0x0036 hardware/custom.h: *54
jump         array [4] of unsigned short int in struct copinit
             +0x0064 graphics/copper.h: *101
JAM1         #define 0 = 0x00000000 graphics/rastport.h: *94
JAM2         #define 1 = 0x00000001 graphics/rastport.h: *95
JazzX        short int in struct Menu +0x0016 intuition/intuition.h: *72
JazzY        short int in struct Menu +0x0018 intuition/intuition.h: *72

```

1.2 2.0 IncludeXREF: K

```

km_HiCapsable pointer to unsigned char in struct KeyMap
             +0x0018 devices/keymap.h: *30
km_HiKeyMap   pointer to unsigned long int in struct KeyMap
             +0x0014 devices/keymap.h: *29
km_HiKeyMapTypes pointer to unsigned char in struct KeyMap
             +0x0010 devices/keymap.h: *28
km_HiRepeatable pointer to unsigned char in struct KeyMap
             +0x001c devices/keymap.h: *31
km_LoCapsable pointer to unsigned char in struct KeyMap
             +0x0008 devices/keymap.h: *26
km_LoKeyMap   pointer to unsigned long int in struct KeyMap
             +0x0004 devices/keymap.h: *25
km_LoKeyMapTypes pointer to unsigned char in struct KeyMap
             +0x0000 devices/keymap.h: *24
km_LoRepeatable pointer to unsigned char in struct KeyMap
             +0x000c devices/keymap.h: *27
kn_KeyMap     struct KeyMap(size 0x0020 bytes) in struct KeyMapNode
             +0x000e devices/keymap.h: *36
kn_Node       struct Node(size 0x000e bytes) in struct KeyMapNode
             +0x0000 devices/keymap.h: *35

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kr_List          struct List(size 0x000e bytes) in struct KeyMapResource
                  +0x000e devices/keymap.h: *42
kr_Node          struct Node(size 0x000e bytes) in struct KeyMapResource
                  +0x0000 devices/keymap.h: *41
KBD_ADDRESETHANDLER #define (CMD_NONSTD+2) = 0x0000000b
                  devices/keyboard.h: *21
KBD_READEVENT    #define (CMD_NONSTD+0) = 0x00000009 devices/keyboard.h: *19
KBD_READMATRIX   #define (CMD_NONSTD+1) = 0x0000000a devices/keyboard.h: *20
KBD_REMRESETHANDLER #define (CMD_NONSTD+3) = 0x0000000c
                  devices/keyboard.h: *22
KBD_RESETHANDLERDONE #define (CMD_NONSTD+4) = 0x0000000d
                  devices/keyboard.h: *23
KCB_ALT          #define 1 = 0x00000001 devices/keymap.h: *50
KCB_CONTROL      #define 2 = 0x00000002 devices/keymap.h: *52
KCB_DEAD         #define 5 = 0x00000005 devices/keymap.h: *57
KCB_DOWNUP       #define 3 = 0x00000003 devices/keymap.h: *54
KCB_NOP          #define 7 = 0x00000007 devices/keymap.h: *63
KCB_SHIFT        #define 0 = 0x00000000 devices/keymap.h: *48
KCB_STRING       #define 6 = 0x00000006 devices/keymap.h: *60
KCF_ALT          #define 0x02 = 0x00000002 devices/keymap.h: *51
KCF_CONTROL      #define 0x04 = 0x00000004 devices/keymap.h: *53
KCF_DEAD         #define 0x20 = 0x00000020 devices/keymap.h: *58
KCF_DOWNUP       #define 0x08 = 0x00000008 devices/keymap.h: *55
KCF_NOP          #define 0x80 = 0x00000080 devices/keymap.h: *64
KCF_SHIFT        #define 0x01 = 0x00000001 devices/keymap.h: *49
KCF_STRING       #define 0x40 = 0x00000040 devices/keymap.h: *61
KC_NOQUAL        #define 0 = 0x00000000 devices/keymap.h: *46
KC_VANILLA       #define 7 = 0x00000007 devices/keymap.h: *47
KEEPNUM          #define (NSF_STRING | NSF_SOURCE | NSF_NUMBER | NSF_BINARY) =
                  0x0000009a
                  rexx/storage.h: *79
KEEPSTR          #define (NSF_STRING | NSF_SOURCE | NSF_NOTNUM) = 0x00000086
                  rexx/storage.h: *78
KEYCODE_B        #define 0x35 = 0x00000035 intuition/intuition.h: *1350
KEYCODE_GREATER  #define 0x39 = 0x00000039 intuition/intuition.h: *1354
KEYCODE_LESS     #define 0x38 = 0x00000038 intuition/intuition.h: *1353
KEYCODE_M        #define 0x37 = 0x00000037 intuition/intuition.h: *1352
KEYCODE_N        #define 0x36 = 0x00000036 intuition/intuition.h: *1351
KEYCODE_Q        #define 0x10 = 0x00000010 intuition/intuition.h: *1346
KEYCODE_V        #define 0x34 = 0x00000034 intuition/intuition.h: *1349
KEYCODE_X        #define 0x32 = 0x00000032 intuition/intuition.h: *1348
KEYCODE_Z        #define 0x31 = 0x00000031 intuition/intuition.h: *1347
KNOBHIT         #define 0x0100 = 0x00000100 intuition/intuition.h: *507
KNOBHMIM        #define 6 = 0x00000006 intuition/intuition.h: *512
KNOBVMIN        #define 4 = 0x00000004 intuition/intuition.h: *513
KeyMap           structure tag size 0x0020 devices/keymap.h: *23, 36
                  devices/conunit.h: 76
                  intuition/intuition.h: 560
KeyMapNode       structure tag size 0x002e devices/keymap.h: *34
KeyMapResource   structure tag size 0x001c devices/keymap.h: *40
KeyRptDelay      struct timeval(size 0x0008 bytes) in struct Preferences
                  +0x000c intuition/preferences.h: *57
KeyRptSpeed      struct timeval(size 0x0008 bytes) in struct Preferences
                  +0x0004 intuition/preferences.h: *56
KickCheckSum     pointer to void in struct ExecBase
                  +0x022a exec/execbase.h: *124
KickMemPtr       pointer to void in struct ExecBase

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+0x0222 exec/execbase.h: *122
KickTagPtr      pointer to void in struct ExecBase
+0x0226 exec/execbase.h: *123

```

1.3 2.0 IncludeXREF: L

```

l_pad          unsigned char in struct List +0x000d exec/lists.h: *27
lastBlissObj   pointer to void in struct GelsInfo
+0x0022 graphics/rastport.h: *53
lastColor      pointer to pointer to short int in struct GelsInfo
+0x000e graphics/rastport.h: *50
lci_ID         unsigned long int in struct LocalContextItem
+0x0008 libraries/iffparse.h: *85
lci_Ident      unsigned long int in struct LocalContextItem
+0x0010 libraries/iffparse.h: *87
lci_Node       struct MinNode(size 0x0008 bytes) in struct LocalContextItem
+0x0000 libraries/iffparse.h: *84
lci_Type       unsigned long int in struct LocalContextItem
+0x000c libraries/iffparse.h: *86
leftmost       short int in struct GelsInfo +0x0016 graphics/rastport.h: *52
lh_Flags       #define lib_Flags  exec/libraries.h: *55
lh_Head        pointer to struct Node in struct List
+0x0000 exec/lists.h: *23
lh_IdString     #define lib_IdString  exec/libraries.h: *61
lh_NegSize     #define lib_NegSize  exec/libraries.h: *57
lh_Node        #define lib_Node  exec/libraries.h: *54
lh_OpenCnt     #define lib_OpenCnt  exec/libraries.h: *63
lh_PosSize     #define lib_PosSize  exec/libraries.h: *60
lh_Revision    #define lib_Revision  exec/libraries.h: *60
lh_Sum         #define lib_Sum  exec/libraries.h: *62
lh_Tail        pointer to struct Node in struct List
+0x0004 exec/lists.h: *24
lh_TailPred    pointer to struct Node in struct List
+0x0008 exec/lists.h: *25
lh_Type        unsigned char in struct List +0x000c exec/lists.h: *26
lh_Version     #define lib_Version  exec/libraries.h: *59
lh_pad         #define lib_pad  exec/libraries.h: *56
lib_Flags      unsigned char in struct Library +0x000e exec/libraries.h: *36
lib_IdString   pointer to void in struct Library
+0x0018 exec/libraries.h: *42
lib_NegSize    unsigned short int in struct Library
+0x0010 exec/libraries.h: *38
lib_Node       struct Node(size 0x000e bytes) in struct Library
+0x0000 exec/libraries.h: *35
lib_OpenCnt    unsigned short int in struct Library
+0x0020 exec/libraries.h: *44
lib_PosSize    unsigned short int in struct Library
+0x0012 exec/libraries.h: *39
lib_Revision   unsigned short int in struct Library
+0x0016 exec/libraries.h: *41
lib_Sum        unsigned long int in struct Library
+0x001c exec/libraries.h: *43
lib_Version    unsigned short int in struct Library
+0x0014 exec/libraries.h: *40
lib_pad        unsigned char in struct Library +0x000f exec/libraries.h: *37

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linpatcnt      char in struct RastPort +0x001e graphics/rastport.h: *70
ln_Name        pointer to char in struct Node +0x000a exec/nodes.h: *29
ln_Pred        pointer to struct Node in struct Node
               +0x0004 exec/nodes.h: *26
ln_Pri         char in struct Node +0x0009 exec/nodes.h: *28
ln_Succ        pointer to struct Node in struct Node
               +0x0000 exec/nodes.h: *25
ln_Type        unsigned char in struct Node +0x0008 exec/nodes.h: *27
lobs           pointer to struct Layer in struct ClipRect
               +0x0008 graphics/clip.h: *68
log            #define IEEEEDPLog   libraries/mathffp.h: *47
               libraries/mathieeedp.h: *47
log10          #define IEEEEDPLog10 libraries/mathffp.h: *48
               libraries/mathieeedp.h: *48
longreserved   array [2] of unsigned long int in struct RastPort
               +0x0046 graphics/rastport.h: *86
longreserved   long int in struct Layer_Info +0x0054 graphics/layers.h: *42
lsb_ChkSum     long int in struct LoadSegBlock
               +0x0008 devices/hardblocks.h: *188
lsb_HostID     unsigned long int in struct LoadSegBlock
               +0x000c devices/hardblocks.h: *189
lsb_ID         unsigned long int in struct LoadSegBlock
               +0x0000 devices/hardblocks.h: *186
lsb_LoadData   array [123] of unsigned long int in struct LoadSegBlock
               +0x0014 devices/hardblocks.h: *191
lsb_Next       unsigned long int in struct LoadSegBlock
               +0x0010 devices/hardblocks.h: *190
lsb_SummedLongs unsigned long int in struct LoadSegBlock
               +0x0004 devices/hardblocks.h: *187
lv_Flags       unsigned short int in struct LocalVar +0x000e dos/var.h: *29
lv_Len         unsigned long int in struct LocalVar +0x0014 dos/var.h: *31
lv_Node        struct Node(size 0x000e bytes) in struct LocalVar
               +0x0000 dos/var.h: *28
lv_Value       pointer to unsigned char in struct LocalVar
               +0x0010 dos/var.h: *30
LABELIMAGE     #define GFLG_LABELIMAGE = 0x00002000
               intuition/iobsolete.h: *64
LABELITEXT     #define GFLG_LABELITEXT = 0x00000000
               intuition/iobsolete.h: *62
LABELMASK      #define GFLG_LABELMASK = 0x00003000
               intuition/iobsolete.h: *61
LABELSTRING    #define GFLG_LABELSTRING = 0x00001000
               intuition/iobsolete.h: *63
LACE           #define 0x0004 = 0x00000004 graphics/view.h: *91
LACEWB         #define (1<< 0) = 0x00000001 intuition/preferences.h: *133
LAYERBACKDROP  #define 0x40 = 0x00000040 graphics/layers.h: *27
LAYERREFRESH   #define 0x80 = 0x00000080 graphics/layers.h: *28
LAYERSIMPLE    #define 1 = 0x00000001 graphics/layers.h: *23
LAYERSMART     #define 2 = 0x00000002 graphics/layers.h: *24
LAYERSUPER     #define 4 = 0x00000004 graphics/layers.h: *25
LAYERUPDATING  #define 0x10 = 0x00000010 graphics/layers.h: *26
LAYER_CLIPRECTS_LOST #define 0x100 = 0x00000100 graphics/layers.h: *29
LAYOUTA_Dummy  #define (TAG_USER + 0x38000) = 0x80038000
               intuition/gadgetclass.h: *151
LAYOUTA_LAYOUTOBJ #define LAYOUTA_LayoutObj = 0x80038001
               intuition/iobsolete.h: *225
LAYOUTA_LayoutObj #define (LAYOUTA_Dummy + 0x0001) = 0x80038001

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intuition/gadgetclass.h: *152
LAYOUTA_ORIENTATION #define LAYOUTA_Orientation = 0x80038003
intuition/iobsolete.h: *227
LAYOUTA_Orientation #define (LAYOUTA_Dummy + 0x0003) = 0x80038003
intuition/gadgetclass.h: *154
LAYOUTA_SPACING #define LAYOUTA_Spacing = 0x80038002
intuition/iobsolete.h: *226
LAYOUTA_Spacing #define (LAYOUTA_Dummy + 0x0002) = 0x80038002
intuition/gadgetclass.h: *153
LCMptr pointer to unsigned short int in struct GfxBase
+0x00e4 graphics/gfxbase.h: *64
LDB_ASSIGNS #define 4 = 0x00000004 dos/dosextens.h: *428
LDB_DEVICES #define 2 = 0x00000002 dos/dosextens.h: *424
LDB_ENTRY #define 5 = 0x00000005 dos/dosextens.h: *430
LDB_READ #define 0 = 0x00000000 dos/dosextens.h: *434
LDB_VOLUMES #define 3 = 0x00000003 dos/dosextens.h: *426
LDB_WRITE #define 1 = 0x00000001 dos/dosextens.h: *436
LDF_ALL #define (LDF_DEVICES|LDF_VOLUMES|LDF_ASSIGNS) = 0x0000001c
dos/dosextens.h: *440
LDF_ASSIGNS #define (1L << LDB_ASSIGNS) = 0x00000010
dos/dosextens.h: *429
LDF_DEVICES #define (1L << LDB_DEVICES) = 0x00000004
dos/dosextens.h: *425
LDF_ENTRY #define (1L << LDB_ENTRY) = 0x00000020 dos/dosextens.h: *431
LDF_READ #define (1L << LDB_READ) = 0x00000001 dos/dosextens.h: *435
LDF_VOLUMES #define (1L << LDB_VOLUMES) = 0x00000008
dos/dosextens.h: *427
LDF_WRITE #define (1L << LDB_WRITE) = 0x00000002 dos/dosextens.h: *437
LEFTBORDER #define GACT_LEFTBORDER = 0x00000020
intuition/iobsolete.h: *74
LEFTHIT #define 4 = 0x00000004 graphics/collide.h: *34
LEFTIMAGE #define (0x0AL) = 0x0000000a intuition/imageclass.h: *106
LEN_DATSTRING #define 16 = 0x00000010 dos/datetime.h: *37
LETTER #define 0x100 = 0x00000100 intuition/preferences.h: *165
LIBF_CHANGED #define (1<<1) = 0x00000002 exec/libraries.h: *49
LIBF_DELEXP #define (1<<3) = 0x00000008 exec/libraries.h: *51
LIBF_SUMMING #define (1<<0) = 0x00000001 exec/libraries.h: *48
LIBF_SUMUSED #define (1<<2) = 0x00000004 exec/libraries.h: *50
LIBRARIES_ASL_H #define 1 = 0x00000001 libraries/asl.h: *2
LIBRARIES_COMMODITIES_H #define libraries/commodities.h: *2
LIBRARIES_CONFIGREGS_H #define libraries/configregs.h: *2
libraries/configvars.h: 22
LIBRARIES_CONFIGVARS_H #define libraries/configvars.h: *2
libraries/expansionbase.h: 27
LIBRARIES_DISKFONT_H #define libraries/diskfont.h: *2
LIBRARIES_DOSEXTENS_H #define libraries/dosextens.h: *2, 1
LIBRARIES_DOS_H #define libraries/dos.h: *2, 1
LIBRARIES_EXPANSIONBASE_H #define libraries/expansionbase.h: *2
LIBRARIES_EXPANSION_H #define libraries/expansion.h: *2
LIBRARIES_FILEHANDLER_H #define libraries/filehandler.h: *2
LIBRARIES_GADTOOLS_H #define libraries/gadtools.h: *2
LIBRARIES_MATHFFP_H #define 1 = 0x00000001 libraries/mathffp.h: *2
LIBRARIES_MATHIEEEDP_H #define libraries/mathieeedp.h: *2
LIBRARIES_MATHLIBRARY_H #define libraries/mathlibrary.h: *2
LIBRARIES_TRANSLATOR_H #define libraries/translator.h: *2
LIBRARY_MINIMUM #define 33 = 0x00000021 exec/types.h: *85
LIB_BASE #define (-LIB_VECTSIZE) = 0xffffffffa exec/libraries.h: *22
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LIB_CLOSE          #define (-12) = 0xffffffff4  exec/libraries.h: *28
LIB_EXPUNGE        #define (-18) = 0xfffffffffee  exec/libraries.h: *29
LIB_EXTFUNC        #define (-24) = 0xffffffffe8  exec/libraries.h: *30
LIB_NONSTD         #define (LIB_USERDEF) = 0xffffffffe2  exec/libraries.h: *24
LIB_OPEN           #define (-6) = 0xfffffffffa  exec/libraries.h: *27
LIB_RESERVED       #define 4 = 0x000000004  exec/libraries.h: *21
LIB_USERDEF        #define (LIB_BASE-(LIB_RESERVED*LIB_VECTSIZE)) = 0xffffffffe2
                    exec/libraries.h: *23
LIB_VECTSIZE       #define 6 = 0x000000006  exec/libraries.h: *20
LINEMODE           #define 0x1 = 0x000000001  hardware/blit.h: *67
LINK_HARD          #define 0 = 0x000000000  dos/dos.h: *226
LINK_SOFT          #define 1 = 0x000000001  dos/dos.h: *227
LISTVIEWIDCMP      #define (IDCMP_GADGETUP | IDCMP_GADGETDOWN | IDCMP_MOUSEMOVE
                    | ARROWIDCMP) = 0x00400078
                    libraries/gadtools.h: *70
LISTVIEW_KIND      #define 4 = 0x000000004  libraries/gadtools.h: *38
LLOFFSET           macro (1 argument)  rexx/rexxio.h: *51
LLVERS            macro (1 argument)  rexx/rexxio.h: *52
LMN_REGION         #define -1 = 0xfffffffff  graphics/layers.h: *32
LOCK_DIFFERENT     #define -1 = 0xfffffffff  dos/dos.h: *219
LOCK_SAME          #define 0 = 0x000000000  dos/dos.h: *217
LOCK_SAME_HANDLER  #define 1 = 0x000000001  dos/dos.h: *218
LOFCprList         pointer to struct cprlist in struct View
                    +0x0004  graphics/view.h: *61
LOFlist            pointer to unsigned short int in struct GfxBase
                    +0x0032  graphics/gfxbase.h: *32
LOG10              #define ((double) 2.302585092994046)
                    libraries/mathhfp.h: *24
                    libraries/mathieeedp.h: *26
LOLDIS            #define 0x0800 = 0x00000800  hardware/custom.h: *148
LONELYMESSAGE      #define IDCMP_LONELYMESSAGE = 0x80000000
                    intuition/iobsolete.h: *140
LONG              long int  exec/types.h: *38
LONGBITS          unsigned long int  exec/types.h: *40
LONGINT           #define GACT_LONGINT = 0x00000800  intuition/iobsolete.h: *83
LORESDPF2_KEY     #define 0x00000440 = 0x00000440  graphics/displayinfo.h: *169
LORESDPF_KEY      #define 0x00000400 = 0x00000400  graphics/displayinfo.h: *163
LORESLACEDPF2_KEY #define 0x00000444 = 0x00000444
                    graphics/displayinfo.h: *172
LORESLACEDPF_KEY  #define 0x00000404 = 0x00000404  graphics/displayinfo.h: *166
LORESLACE_KEY     #define 0x00000004 = 0x00000004  graphics/displayinfo.h: *159
LORES_KEY         #define 0x00000000 = 0x00000000  graphics/displayinfo.h: *155
LORIENT_HORIZ     #define 1 = 0x00000001  intuition/gadgetclass.h: *158
LORIENT_NONE      #define 0 = 0x00000000  intuition/gadgetclass.h: *157
LORIENT_VERT      #define 2 = 0x00000002  intuition/gadgetclass.h: *159
LOWCHECKWIDTH     #define 13 = 0x0000000d  intuition/intuition.h: *1302
LOWCOMMWIDTH      #define 16 = 0x00000010  intuition/intuition.h: *1303
LOWRESGADGET      #define 1 = 0x00000001  intuition/intuitionbase.h: *44
LOWRESPICK        #define 0x0001 = 0x00000001  intuition/intuitionbase.h: *37
LVB_IGNORE        #define 7 = 0x00000007  dos/var.h: *43
LVF_IGNORE        #define 0x80 = 0x00000080  dos/var.h: *44
LV_ALIAS          #define 1 = 0x00000001  dos/var.h: *41
LV_VAR            #define 0 = 0x00000000  dos/var.h: *40
LW_RESERVED       #define 1 = 0x00000001  intuition/preferences.h: *134
LaceWB            unsigned char in struct Preferences
                    +0x00b9  intuition/preferences.h: *110
LastAlert         array [4] of long int in struct ExecBase

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+0x0202 exec/execbase.h: *99
LastChanceMemory pointer to struct SignalSemaphore in struct GfxBase
+0x00e0 graphics/gfxbase.h: *63
Layer
    structure tag size 0x00a0 graphics/clip.h: *34, 36, 68
    graphics/rastport.h: 58
    graphics/layers.h: 36, 37
    intuition/intuition.h: 161, 890
    intuition/screens.h: 145
    intuition/cghooks.h: 38
Layer
    pointer to struct Layer in struct RastPort
+0x0000 graphics/rastport.h: *58
LayerInfo
    pointer to struct Layer_Info in struct Layer
+0x0044 graphics/clip.h: *51
LayerInfo
    struct Layer_Info(size 0x0066 bytes) in struct Screen
+0x00e0 intuition/screens.h: *130
LayerInfo_extra pointer to void in struct Layer_Info
+0x0062 graphics/layers.h: *48
LayerInfo_extra_size unsigned short int in struct Layer_Info
+0x005c graphics/layers.h: *46
Layer_Info
    structure tag size 0x0066 graphics/clip.h: *51
    graphics/layers.h: 34
    intuition/screens.h: 130
Left
    short int in struct IBox +0x0000 intuition/intuition.h: *784
LeftBorder
    unsigned short int in struct PropInfo
+0x0012 intuition/intuition.h: *491
LeftEdge
    short int in struct Menu +0x0004 intuition/intuition.h: *65
LeftEdge
    short int in struct MenuItem
+0x0004 intuition/intuition.h: *93
LeftEdge
    short int in struct Requester
+0x0004 intuition/intuition.h: *149
LeftEdge
    short int in struct Gadget +0x0004 intuition/intuition.h: *220
LeftEdge
    short int in struct IntuiText
+0x0004 intuition/intuition.h: *574
LeftEdge
    short int in struct Border +0x0000 intuition/intuition.h: *600
LeftEdge
    short int in struct Image +0x0000 intuition/intuition.h: *621
LeftEdge
    short int in struct Window +0x0004 intuition/intuition.h: *799
LeftEdge
    short int in struct NewWindow
+0x0000 intuition/intuition.h: *976
LeftEdge
    short int in struct ExtNewWindow
+0x0000 intuition/intuition.h: *1046
LeftEdge
    short int in struct Screen +0x0008 intuition/screens.h: *103
LeftEdge
    short int in struct NewScreen
+0x0000 intuition/screens.h: *312
LeftEdge
    short int in struct ExtNewScreen
+0x0000 intuition/screens.h: *348
Length
    unsigned long int in struct QueryHeader
+0x000c graphics/displayinfo.h: *47
LibList
    struct List(size 0x000e bytes) in struct ExecBase
+0x017a exec/execbase.h: *90
LibNode
    struct Library(size 0x0022 bytes) in struct ExecBase
+0x0000 exec/execbase.h: *37
LibNode
    struct Library(size 0x0022 bytes) in struct GfxBase
+0x0000 graphics/gfxbase.h: *27
LibNode
    struct Library(size 0x0022 bytes) in struct IntuitionBase
+0x0000 intuition/intuitionbase.h: *70
LibNode
    struct Library(size 0x0022 bytes) in struct ExpansionBase
+0x0000 libraries/expansionbase.h: *48

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Library          structure tag size 0x0022 exec/libraries.h: *34
                  exec/devices.h: 27
                  exec/execbase.h: 37
                  dos/dosextens.h: 229, 237
                  devices/prtbase.h: 52
                  graphics/gfxbase.h: 27
                  intuition/intuitionbase.h: 70
                  libraries/expansionbase.h: 48
                  libraries/mathlibrary.h: 23
                  resources/disk.h: 51, 55, 56
                  rexx/rxslib.h: 27
LinePtrn         unsigned short int in struct RastPort
                  +0x0022 graphics/rastport.h: *73
List             structure tag size 0x000e exec/lists.h: *22
                  exec/tasks.h: 47
                  exec/ports.h: 35
                  exec/interrupts.h: 39
                  exec/execbase.h: 86, 87, 88, 89, 90, 91, 92, 93,
                      114
                  devices/keymap.h: 42
                  graphics/monitor.h: 50
                  graphics/layers.h: 41
                  graphics/gfxbase.h: 37, 50, 52, 86
                  intuition/classusr.h: 119
                  libraries/expansionbase.h: 54, 55
                  resources/disk.h: 58
                  resources/filesysres.h: 30
                  rexx/storage.h: 201, 202, 203, 204, 205
                  rexx/rexxio.h: 67
                  rexx/rxslib.h: 58, 60, 62, 64, 66
                  workbench/workbench.h: 85
LoadSegBlock     structure tag size 0x0200 devices/hardblocks.h: *185
LocalContextItem structure tag size 0x0014 libraries/iffparse.h: *83
LocalVar         structure tag size 0x0018 dos/var.h: *27
Lock             struct SignalSemaphore(size 0x002e bytes) in struct Layer
                  +0x0048 graphics/clip.h: *52
Lock             struct SignalSemaphore(size 0x002e bytes) in struct
                  Layer_Info
                  +0x0018 graphics/layers.h: *40
LockLayersCount  char in struct Layer_Info +0x005b graphics/layers.h: *45
LongInt          long int in struct StringInfo
                  +0x001c intuition/intuition.h: *553
LongInt          long int in struct SGWork +0x0022 intuition/sghooks.h: *47
LowMemChkSum     short int in struct ExecBase +0x0024 exec/execbase.h: *42

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1.4 2.0 IncludeXREF: M

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mc_Bytes         unsigned long int in struct MemChunk
                  +0x0004 exec/memory.h: *24
mc_Next          pointer to struct MemChunk in struct MemChunk
                  +0x0000 exec/memory.h: *23
mday             unsigned short int in struct ClockData
                  +0x0006 utility/date.h: *23
me_Addr          #define me_Un.meu_Addr  exec/memory.h: *52
me_Length        unsigned long int in struct MemEntry

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+0x0004 exec/memory.h: *47
me_Reqs      #define me_Un.meu_Reqs  exec/memory.h: *51
me_Un        union (no tag) (size 0x0004 bytes) in struct MemEntry
+0x0000 exec/memory.h: *46
me_un        #define me_Un  exec/memory.h: *50
message      struct IOStdReq(size 0x0030 bytes) in struct narrator_rb
+0x0000 devices/narrator.h: *94
meu_Addr     pointer to void in union (no tag)  +0x0000 exec/memory.h: *45
meu_Reqs     unsigned long int in union (no tag)
+0x0000 exec/memory.h: *44
mh_Attributes unsigned short int in struct MemHeader
+0x000e exec/memory.h: *32
mh_First     pointer to struct MemChunk in struct MemHeader
+0x0010 exec/memory.h: *33
mh_Free      unsigned long int in struct MemHeader
+0x001c exec/memory.h: *36
mh_Lower     pointer to void in struct MemHeader +0x0014 exec/memory.h: *34
mh_Node      struct Node(size 0x000e bytes) in struct MemHeader
+0x0000 exec/memory.h: *31
mh_Upper     pointer to void in struct MemHeader +0x0018 exec/memory.h: *35
min          unsigned short int in struct ClockData
+0x0002 utility/date.h: *21
min_row      unsigned short int in struct MonitorSpec
+0x002a graphics/monitor.h: *37
minterms     array [8] of unsigned char in struct RastPort
+0x0028 graphics/rastport.h: *75
ml_ME        array [1] of struct MemEntry(size 0x0008 bytes) in struct
MemList
+0x0010 exec/memory.h: *61
ml_Node      struct Node(size 0x000e bytes) in struct MemList
+0x0000 exec/memory.h: *59
ml_NumEntries unsigned short int in struct MemList
+0x000e exec/memory.h: *60
ml_me        #define ml_ME  exec/memory.h: *64
mlh_Head     pointer to struct MinNode in struct MinList
+0x0000 exec/lists.h: *34
mlh_Tail     pointer to struct MinNode in struct MinList
+0x0004 exec/lists.h: *35
mlh_TailPred pointer to struct MinNode in struct MinList
+0x0008 exec/lists.h: *36
mln_Pred     pointer to struct MinNode in struct MinNode
+0x0004 exec/nodes.h: *35
mln_Succ     pointer to struct MinNode in struct MinNode
+0x0000 exec/nodes.h: *34
mn_Length    unsigned short int in struct Message +0x0012 exec/ports.h: *52
mn_Node      struct Node(size 0x000e bytes) in struct Message
+0x0000 exec/ports.h: *50
mn_ReplyPort pointer to struct MsgPort in struct Message
+0x000e exec/ports.h: *51
mode         unsigned short int in struct narrator_rb
+0x0034 devices/narrator.h: *97
monitor_id   unsigned short int in struct GfxBase
+0x00f2 graphics/gfxbase.h: *69
month        unsigned short int in struct ClockData
+0x0008 utility/date.h: *24
mouth_rb     structure tag size 0x005c devices/narrator.h: *128
mouths       unsigned char in struct narrator_rb

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+0x0042 devices/narrator.h: *103
mp_Flags      unsigned char in struct MsgPort +0x000e exec/ports.h: *32
mp_MsgList    struct List(size 0x000e bytes) in struct MsgPort
+0x0014 exec/ports.h: *35
mp_Node       struct Node(size 0x000e bytes) in struct MsgPort
+0x0000 exec/ports.h: *31
mp_SigBit     unsigned char in struct MsgPort +0x000f exec/ports.h: *33
mp_SigTask    pointer to void in struct MsgPort +0x0010 exec/ports.h: *34
mp_SoftInt    #define mp_SigTask  exec/ports.h: *38
ms_Flags      unsigned short int in struct MonitorSpec
+0x0018 graphics/monitor.h: *30
ms_LegalView  struct Rectangle(size 0x0008 bytes) in struct MonitorSpec
+0x0042 graphics/monitor.h: *45
ms_Node       struct ExtendedNode(size 0x0018 bytes) in struct MonitorSpec
+0x0000 graphics/monitor.h: *29
ms_OpenCount  unsigned short int in struct MonitorSpec
+0x0030 graphics/monitor.h: *39
ms_Special    pointer to struct SpecialMonitor in struct MonitorSpec
+0x002c graphics/monitor.h: *38
ms_maxoscan   pointer to function returning long int in struct MonitorSpec
+0x004a graphics/monitor.h: *46
ms_reserved00 unsigned long int in struct MonitorSpec
+0x0094 graphics/monitor.h: *52
ms_reserved01 unsigned long int in struct MonitorSpec
+0x0098 graphics/monitor.h: *53
ms_scale      pointer to function returning long int in struct MonitorSpec
+0x003a graphics/monitor.h: *42
ms_transform  pointer to function returning long int in struct MonitorSpec
+0x0032 graphics/monitor.h: *40
ms_translate  pointer to function returning long int in struct MonitorSpec
+0x0036 graphics/monitor.h: *41
ms_videoscan  pointer to function returning long int in struct MonitorSpec
+0x004e graphics/monitor.h: *47
ms_xoffset    unsigned short int in struct MonitorSpec
+0x003e graphics/monitor.h: *43
ms_yoffset    unsigned short int in struct MonitorSpec
+0x0040 graphics/monitor.h: *44
MAKE_ID       macro (4 arguments)  libraries/iffparse.h: *143
MALE         #define 0 = 0x00000000  devices/narrator.h: *63
MANUALF0     #define 2 = 0x00000002  devices/narrator.h: *67
MATHIEEERESOURCEF_DBLBAS #define (1<<0) = 0x00000001
libraries/mathresource.h: *49
MATHIEEERESOURCEF_DBLTRANS #define (1<<1) = 0x00000002
libraries/mathresource.h: *50
MATHIEEERESOURCEF_EXTBAS #define (1<<4) = 0x00000010
libraries/mathresource.h: *53
MATHIEEERESOURCEF_EXTTRANS #define (1<<5) = 0x00000020
libraries/mathresource.h: *54
MATHIEEERESOURCEF_SGLBAS #define (1<<2) = 0x00000004
libraries/mathresource.h: *51
MATHIEEERESOURCEF_SGLTRANS #define (1<<3) = 0x00000008
libraries/mathresource.h: *52
MAX          macro (2 arguments)  clib/macros.h: *15
MAXBODY      #define 0xFFFF = 0x0000ffff  intuition/intuition.h: *514
MAXBYTESPERROW #define 4096 = 0x00001000  hardware/blit.h: *25
MAXCENT      #define 100 = 0x00000064  devices/narrator.h: *88
MAXFONTMATCHWEIGHT #define 32767 = 0x00007fff  graphics/text.h: *87

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MAXFONTNAME      #define 32 = 0x00000020  libraries/diskfont.h: *62, 76
MAXFONTPATH      #define 256 = 0x00000100  libraries/diskfont.h: *28, 31, 38
MAXFREQ          #define 28000 = 0x00006d60  devices/narrator.h: *84
MAXINT           #define 0x7FFFFFFF = 0x7fffffff  dos/dos.h: *45
MAXPITCH         #define 320 = 0x00000140  devices/narrator.h: *82
MAXPOT           #define 0xFFFF = 0x0000ffff  intuition/intuition.h: *515
MAXPUBSCREENNAME #define (139) = 0x0000008b  intuition/screens.h: *394
MAXRATE          #define 400 = 0x00000190  devices/narrator.h: *80
MAXRMARG         #define 15 = 0x0000000f  rexx/storage.h: *121
MAXTABS          #define 80 = 0x00000050  devices/conunit.h: *52, 78
MAXVOL           #define 64 = 0x00000040  devices/narrator.h: *86
MAX_MULTIARGS    #define 128 = 0x00000080  dos/rdargs.h: *124
MAX_TEMPLATE_ITEMS #define 100 = 0x00000064  dos/rdargs.h: *117
MCOMPAT_MIXED    #define 0 = 0x00000000  graphics/displayinfo.h: *126
MCOMPAT_NOBODY   #define -1 = 0xffffffff  graphics/displayinfo.h: *128
MCOMPAT_SELF     #define 1 = 0x00000001  graphics/displayinfo.h: *127
MEMCLEAR         #define (1L << 16) = 0x00010000  rexx/storage.h: *221
MEMF_24BITDMA    #define (1L<<9) = 0x00000200  exec/memory.h: *75
MEMF_ANY         #define (0L) = 0x00000000  exec/memory.h: *70
MEMF_CHIP        #define (1L<<1) = 0x00000002  exec/memory.h: *72
MEMF_CLEAR       #define (1L<<16) = 0x00010000  exec/memory.h: *77
MEMF_FAST        #define (1L<<2) = 0x00000004  exec/memory.h: *73
MEMF_LARGEST     #define (1L<<17) = 0x00020000  exec/memory.h: *78
MEMF_LOCAL       #define (1L<<8) = 0x00000100  exec/memory.h: *74
MEMF_PUBLIC      #define (1L<<0) = 0x00000001  exec/memory.h: *71
MEMF_REVERSE     #define (1L<<18) = 0x00040000  exec/memory.h: *79
MEMF_TOTAL       #define (1L<<19) = 0x00080000  exec/memory.h: *80
MEMMASK          #define 0xFFFFFFF0 = 0xffffffff  rexx/storage.h: *218
MEMQUANT         #define 16L = 0x00000010  rexx/storage.h: *217
MEMQUICK         #define (1L << 0 ) = 0x00000001  rexx/storage.h: *220
MEM_BLOCKMASK    #define (MEM_BLOCKSIZE-1) = 0x00000007  exec/memory.h: *83
MEM_BLOCKSIZE    #define 8L = 0x00000008  exec/memory.h: *82
MENUCANCEL       #define 0x0002 = 0x00000002  intuition/intuition.h: *767
MENUDOWN         #define (IECODE_RBUTTON) = 0x00000069
                  intuition/intuition.h: *1333
MENUENABLED      #define 0x0001 = 0x00000001  intuition/intuition.h: *77
MENUHELP         #define IDCMP_MENUHELP = 0x01000000
                  intuition/iobsolete.h: *138
MENUHOT          #define 0x0001 = 0x00000001  intuition/intuition.h: *766
MENUNULL         #define 0xFFFF = 0x0000ffff  intuition/intuition.h: *1288
MENUNUM          macro (1 argument)  intuition/intuition.h: *1266
MENUPICK         #define IDCMP_MENUPICK = 0x00000100
                  intuition/iobsolete.h: *122
MENUSTATE        #define WFLG_MENUSTATE = 0x00008000
                  intuition/iobsolete.h: *163
MENUTOGGLE       #define 0x0008 = 0x00000008  intuition/intuition.h: *121
MENUTOGGLED      #define 0x4000 = 0x00004000  intuition/intuition.h: *137
MENUUP           #define (IECODE_RBUTTON | IECODE_UP_PREFIX) = 0x000000e9
                  intuition/intuition.h: *1332
MENUVERIFY       #define IDCMP_MENUVERIFY = 0x00002000
                  intuition/iobsolete.h: *127
MENUWAITING      #define 0x0003 = 0x00000003  intuition/intuition.h: *768
MENU_IMAGE       #define 128 = 0x00000080  libraries/gadtools.h: *139
MENU_USERDATA    macro (1 argument)  libraries/gadtools.h: *176
MIDDLEDOWN       #define (IECODE_MBUTTON) = 0x0000006a
                  intuition/intuition.h: *1334
MIDDLEUP         #define (IECODE_MBUTTON | IECODE_UP_PREFIX) = 0x000000ea

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intuition/intuition.h: *1335
MIDRAWN      #define 0x0100 = 0x00000100 intuition/intuition.h: *80
MIN          macro (2 arguments) clib/macros.h: *16
MINBYTESPERROW #define 128 = 0x00000080 hardware/blit.h: *24
MINCENT      #define 0 = 0x00000000 devices/narrator.h: *87
MINFREQ      #define 5000 = 0x00001388 devices/narrator.h: *83
MININT       #define 0x80000000 = 0x80000000 dos/dos.h: *46
MINPITCH     #define 65 = 0x00000041 devices/narrator.h: *81
MINRATE      #define 40 = 0x00000028 devices/narrator.h: *79
MINVOL       #define 0 = 0x00000000 devices/narrator.h: *85
MIN_NTSC_ROW #define 21 = 0x00000015 graphics/monitor.h: *80
MIN_PAL_ROW  #define 29 = 0x0000001d graphics/monitor.h: *81
MIN_VGA70_ROW #define 35 = 0x00000023 graphics/monitor.h: *111
MIN_VGA_ROW  #define 29 = 0x0000001d graphics/monitor.h: *96
MISCNAME     #define "misc.resource" resources/misc.h: *43
MKBADDR      macro (1 argument) dos/dos.h: *113
MODELCLASS   #define "modelclass" intuition/classusr.h: *54
MODE_640     #define 0x8000 = 0x00008000 graphics/display.h: *16
MODE_NEWFILE #define 1006 = 0x000003ee dos/dos.h: *31
MODE_OLDFILE #define 1005 = 0x000003ed dos/dos.h: *29
MODE_READWRITE #define 1004 = 0x000003ec dos/dos.h: *33
MONITOR_ID_MASK #define 0xFFFF1000 = 0xffff1000 graphics/displayinfo.h: *145
MONITOR_SPEC_TYPE #define 4 = 0x00000004 graphics/gfxnodes.h: *36
MOUSEBUTTONS #define IDCMP_MOUSEBUTTONS = 0x00000008
              intuition/iobsolete.h: *117
MOUSEMOVE    #define IDCMP_MOUSEMOVE = 0x00000010
              intuition/iobsolete.h: *118
MOUSE_ACCEL   #define (1<<15) = 0x00008000 intuition/preferences.h: *138
MR_ALLOCMISCRESOURCE #define (LIB_BASE) = 0xffffffffa resources/misc.h: *40
MR_FREEMISCRESOURCE #define (LIB_BASE-LIB_VECTSIZE) = 0xfffffffff4
              resources/misc.h: *41
MR_PARALLELBITS #define 3 = 0x00000003 resources/misc.h: *35
MR_PARALLELPORT #define 2 = 0x00000002 resources/misc.h: *33
MR_SERIALBITS  #define 1 = 0x00000001 resources/misc.h: *31
MR_SERIALPORT  #define 0 = 0x00000000 resources/misc.h: *30
MTYPE_APPICON  #define 8 = 0x00000008 workbench/workbench.h: *99
MTYPE_APPMENUITEM #define 9 = 0x00000009 workbench/workbench.h: *100
MTYPE_APPWINDOW #define 7 = 0x00000007 workbench/workbench.h: *98
MTYPE_CLOSEDOWN #define 5 = 0x00000005 workbench/workbench.h: *96
MTYPE_COPYEXIT #define 10 = 0x0000000a workbench/workbench.h: *101
MTYPE_DISKCHANGE #define 3 = 0x00000003 workbench/workbench.h: *94
MTYPE_ICONPUT  #define 11 = 0x0000000b workbench/workbench.h: *102
MTYPE_IOPROC   #define 6 = 0x00000006 workbench/workbench.h: *97
MTYPE_PSTD     #define 1 = 0x00000001 workbench/workbench.h: *92
MTYPE_TIMER    #define 4 = 0x00000004 workbench/workbench.h: *95
MTYPE_TOOLEXIT #define 2 = 0x00000002 workbench/workbench.h: *93
MULTIPLY_DIMENSIONS #define 0x0080 = 0x00000080 intuition/preferences.h: *251
MUSTDRAW      #define 0x0008 = 0x00000008 graphics/gels.h: *25
MXIDCMP       #define (IDCMP_GADGETDOWN) = 0x00000020
              libraries/gadtools.h: *72
MXIMAGE       #define (0x0FL) = 0x0000000f intuition/imageclass.h: *111
MX_KIND       #define 5 = 0x00000005 libraries/gadtools.h: *39
M_ASM        #define ">1" devices/console.h: *99
M_AWM        #define "?7" devices/console.h: *100
M_LNM        #define 20 = 0x00000014 devices/console.h: *98
              devices/conunit.h: 98
Mask          unsigned char in struct RastPort

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+0x0018 graphics/rastport.h: *64
Mask          pointer to unsigned short int in struct BoolInfo
+0x0002 intuition/intuition.h: *431
MathIEEEBase  structure tag size 0x003c libraries/mathlibrary.h: *21
MathIEEEBase_LibNode struct Library(size 0x0022 bytes) in struct MathIEEEBase
+0x0000 libraries/mathlibrary.h: *23
MathIEEEBase_TaskCloseLib pointer to function returning int in struct
MathIEEEBase
+0x0038 libraries/mathlibrary.h: *26
MathIEEEBase_TaskOpenLib pointer to function returning int in struct
MathIEEEBase
+0x0034 libraries/mathlibrary.h: *25
MathIEEEBase_reserved array [18] of unsigned char in struct MathIEEEBase
+0x0022 libraries/mathlibrary.h: *24
MathIEEEEResource structure tag size 0x002c libraries/mathresource.h: *35
MathIEEEEResource_BaseAddr pointer to unsigned short int in struct
MathIEEEEResource
+0x0010 libraries/mathresource.h: *39
MathIEEEEResource_DblBasInit pointer to function returning void in struct
MathIEEEEResource
+0x0014 libraries/mathresource.h: *40
MathIEEEEResource_DblTransInit pointer to function returning void in struct
MathIEEEEResource
+0x0018 libraries/mathresource.h: *41
MathIEEEEResource_ExtBasInit pointer to function returning void in struct
MathIEEEEResource
+0x0024 libraries/mathresource.h: *44
MathIEEEEResource_ExtTransInit pointer to function returning void in struct
MathIEEEEResource
+0x0028 libraries/mathresource.h: *45
MathIEEEEResource_Flags unsigned short int in struct MathIEEEEResource
+0x000e libraries/mathresource.h: *38
MathIEEEEResource_Node struct Node(size 0x000e bytes) in struct
MathIEEEEResource
+0x0000 libraries/mathresource.h: *37
MathIEEEEResource_SglBasInit pointer to function returning void in struct
MathIEEEEResource
+0x001c libraries/mathresource.h: *42
MathIEEEEResource_SglTransInit pointer to function returning void in struct
MathIEEEEResource
+0x0020 libraries/mathresource.h: *43
MaxChars      short int in struct StringInfo
+0x000a intuition/intuition.h: *530
MaxCount      short int in struct cprlist +0x0008 graphics/copper.h: *60
MaxCount      short int in struct CopList +0x001e graphics/copper.h: *73
MaxCount      short int in struct AreaInfo +0x0012 graphics/rastport.h: *30
MaxDepth      unsigned short int in struct DimensionInfo
+0x0010 graphics/displayinfo.h: *95
MaxDisplayColumn unsigned short int in struct GfxBase
+0x00d6 graphics/gfxbase.h: *57
MaxDisplayRow  unsigned short int in struct GfxBase
+0x00d4 graphics/gfxbase.h: *56
MaxExtMem      pointer to void in struct ExecBase
+0x004e exec/execbase.h: *53
MaxHeight      unsigned short int in struct Window
+0x0016 intuition/intuition.h: *805
MaxHeight      unsigned short int in struct NewWindow

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+0x002c intuition/intuition.h: *1026
MaxHeight      unsigned short int in struct ExtNewWindow
+0x002c intuition/intuition.h: *1061
MaxLocMem      unsigned long int in struct ExecBase
+0x003e exec/execbase.h: *49
MaxOScan       struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
+0x0022 graphics/displayinfo.h: *101
MaxRasterHeight unsigned short int in struct DimensionInfo
+0x0018 graphics/displayinfo.h: *99
MaxRasterWidth unsigned short int in struct DimensionInfo
+0x0016 graphics/displayinfo.h: *98
MaxWidth       unsigned short int in struct Window
+0x0014 intuition/intuition.h: *805
MaxWidth       unsigned short int in struct NewWindow
+0x002a intuition/intuition.h: *1026
MaxWidth       unsigned short int in struct ExtNewWindow
+0x002a intuition/intuition.h: *1061
MaxX           short int in struct Rectangle +0x0004 graphics/gfx.h: *32
MaxX           long int in struct Rect32 +0x0008 graphics/gfx.h: *38
MaxY          short int in struct Rectangle +0x0006 graphics/gfx.h: *32
MaxY          long int in struct Rect32 +0x000c graphics/gfx.h: *38
MeMask        short int in struct VSprite +0x0020 graphics/gels.h: *102
MemChunk      structure tag size 0x0008 exec/memory.h: *22, 23, 33
MemEntry      structure tag size 0x0008 exec/memory.h: *42, 61
MemHeader     structure tag size 0x0020 exec/memory.h: *30
MemList       structure tag size 0x0018 exec/memory.h: *58
MemList       struct List(size 0x000e bytes) in struct ExecBase
+0x0142 exec/execbase.h: *86
Memory        pointer to unsigned char in struct Remember
+0x0008 intuition/intuition.h: *1235
Menu          structure tag size 0x001e intuition/intuition.h: *62, 64, 809
MenuHBorder   char in struct Screen +0x0022 intuition/screens.h: *121
MenuItem      structure tag
size 0x0022 intuition/intuition.h: *69, 90, 92, 108
MenuName      pointer to char in struct Menu
+0x000e intuition/intuition.h: *68
MenuStrip     pointer to struct Menu in struct Window
+0x001c intuition/intuition.h: *809
MenuVBorder   char in struct Screen +0x0021 intuition/screens.h: *121
Message       structure tag size 0x0014 exec/ports.h: *49
exec/io.h: 21, 30
devices/audio.h: 55
devices/clipboard.h: 44, 60
devices/prINTER.h: 143, 157
dos/dosextens.h: 92, 111, 142
graphics/text.h: 92
intuition/intuition.h: 679
dos/notify.h: 42
workbench/startup.h: 28
resources/disk.h: 44
rexx/storage.h: 100
workbench/workbench.h: 127
MessageKey    pointer to struct IntuiMessage in struct Window
+0x005e intuition/intuition.h: *857
MethodID      unsigned long int in struct (no tag)
+0x0000 intuition/classusr.h: *32
MethodID      unsigned long int in struct opSet

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+0x0000 intuition/classusr.h: *79
MethodID      unsigned long int in struct opUpdate
+0x0000 intuition/classusr.h: *89
MethodID      unsigned long int in struct opGet
+0x0000 intuition/classusr.h: *109
MethodID      unsigned long int in struct opAddTail
+0x0000 intuition/classusr.h: *118
MethodID      unsigned long int in struct opMember
+0x0000 intuition/classusr.h: *125
MethodID      unsigned long int in struct gpHitTest
+0x0000 intuition/gadgetclass.h: *177
MethodID      unsigned long int in struct gpRender
+0x0000 intuition/gadgetclass.h: *189
MethodID      unsigned long int in struct gpInput
+0x0000 intuition/gadgetclass.h: *202
MethodID      unsigned long int in struct gpGoInactive
+0x0000 intuition/gadgetclass.h: *232
MethodID      unsigned long int in struct impFrameBox
+0x0000 intuition/imageclass.h: *140
MethodID      unsigned long int in struct impDraw
+0x0000 intuition/imageclass.h: *153
MethodID      unsigned long int in struct impErase
+0x0000 intuition/imageclass.h: *173
MethodID      unsigned long int in struct impHitTest
+0x0000 intuition/imageclass.h: *189
Micros        unsigned long int in struct IntuiMessage
+0x0028 intuition/intuition.h: *708
Micros        unsigned long int in struct IntuitionBase
+0x004c intuition/intuitionbase.h: *87
MicrosPerLine unsigned short int in struct GfxBase
+0x00e8 graphics/gfxbase.h: *65
MinDisplayColumn unsigned short int in struct GfxBase
+0x00ea graphics/gfxbase.h: *66
MinHeight     short int in struct Window +0x0012 intuition/intuition.h: *804
MinHeight     short int in struct NewWindow
+0x0028 intuition/intuition.h: *1025
MinHeight     short int in struct ExtNewWindow
+0x0028 intuition/intuition.h: *1060
MinList       structure tag size 0x000c exec/lists.h: *33
              exec/semaphores.h: 44
              exec/execbase.h: 142
              dos/dosextens.h: 65, 251
              graphics/layers.h: 39
MinNode       structure tag size 0x0008 exec/nodes.h: *33, 34, 35
              exec/lists.h: 34, 35, 36
              exec/semaphores.h: 36
              dos/dosextens.h: 265
              utility/hooks.h: 25
              intuition/classes.h: 69
              libraries/iffparse.h: 70, 84
MinRasterHeight unsigned short int in struct DimensionInfo
+0x0014 graphics/displayinfo.h: *97
MinRasterWidth unsigned short int in struct DimensionInfo
+0x0012 graphics/displayinfo.h: *96
MinRow        unsigned short int in struct MonitorInfo
+0x0028 graphics/displayinfo.h: *118
MinWidth      short int in struct Window +0x0010 intuition/intuition.h: *804

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MinWidth      short int in struct NewWindow
               +0x0026 intuition/intuition.h: *1025
MinWidth      short int in struct ExtNewWindow
               +0x0026 intuition/intuition.h: *1060
MinX           short int in struct Rectangle +0x0000 graphics/gfx.h: *31
MinX           long int in struct Rect32 +0x0000 graphics/gfx.h: *37
MinY           short int in struct Rectangle +0x0002 graphics/gfx.h: *31
MinY           long int in struct Rect32 +0x0004 graphics/gfx.h: *37
Modes          unsigned short int in struct ViewPort
               +0x0020 graphics/view.h: *52
Modes          unsigned short int in struct View +0x0010 graphics/view.h: *65
Modes          unsigned short int in struct GfxBase
               +0x009e graphics/gfxbase.h: *39
Modes          unsigned long int in struct SGWork
               +0x0010 intuition/sghooks.h: *39
Monitor        pointer to struct MonitorSpec in struct ViewExtra
               +0x001c graphics/view.h: *74
MonitorInfo    structure tag size 0x0058 graphics/displayinfo.h: *109
MonitorList    struct List(size 0x000e bytes) in struct GfxBase
               +0x0180 graphics/gfxbase.h: *86
MonitorListSemaphore pointer to struct SignalSemaphore in struct GfxBase
               +0x0192 graphics/gfxbase.h: *88
MonitorSpec    structure tag size 0x009c graphics/monitor.h: *27
               graphics/view.h: 74
               graphics/displayinfo.h: 112
               graphics/gfxbase.h: 85, 87
MoreFlags      unsigned long int in struct Window
               +0x0084 intuition/intuition.h: *901
MountList      struct List(size 0x000e bytes) in struct ExpansionBase
               +0x004a libraries/expansionbase.h: *55
MouseX         short int in struct IntuiMessage
               +0x0020 intuition/intuition.h: *703
MouseX         short int in struct Window +0x000e intuition/intuition.h: *802
MouseX         short int in struct Screen +0x0012 intuition/screens.h: *106
MouseX         short int in struct IntuitionBase
               +0x0046 intuition/intuitionbase.h: *83
MouseY         short int in struct IntuiMessage
               +0x0022 intuition/intuition.h: *703
MouseY         short int in struct Window +0x000c intuition/intuition.h: *802
MouseY         short int in struct Screen +0x0010 intuition/screens.h: *106
MouseY         short int in struct IntuitionBase
               +0x0044 intuition/intuitionbase.h: *83
Msg            pointer to "UBYTE" intuition/classusr.h: *34
MsgPort        structure tag size 0x0022 exec/ports.h: *30, 51
               exec/devices.h: 34
               exec/semaphores.h: 55
               devices/conunit.h: 56
               dos/dosextens.h: 41, 93, 94, 112, 253, 267, 334,
                   364, 411, 447
               graphics/text.h: 126
               intuition/intuition.h: 856
               devices/prtbase.h: 67, 92
               dos/filehandler.h: 104
               dos/notify.h: 62, 76
               workbench/startup.h: 29
               libraries/commodities.h: 57
               libraries/iffparse.h: 118, 119

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                rexx/storage.h: 108, 189
                rexx/rexxio.h: 66
                rexx/rxslib.h: 55
Mspc            pointer to struct MonitorSpec in struct MonitorInfo
                +0x0010 graphics/displayinfo.h: *112
MutualExclude   long int in struct MenuItem +0x000e intuition/intuition.h: *97
MutualExclude   long int in struct Gadget +0x001e intuition/intuition.h: *253

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1.5 2.0 IncludeXREF: N

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n              struct ExtendedNode(size 0x0018 bytes) in struct ViewExtra
                +0x0000 graphics/view.h: *72
n              struct ExtendedNode(size 0x0018 bytes) in struct
                ViewPortExtra
                +0x0000 graphics/view.h: *81
n              pointer to struct bltnode in struct bltnode
                +0x0000 hardware/blit.h: *92
narrator_rb     structure tag size 0x0058 devices/narrator.h: *93, 129
nb_Descr        pointer to char in struct NewBroker
                +0x000a libraries/commodities.h: *52
nb_Flags        short int in struct NewBroker
                +0x0010 libraries/commodities.h: *54
nb_Name         pointer to char in struct NewBroker
                +0x0002 libraries/commodities.h: *50
nb_Port         pointer to struct MsgPort in struct NewBroker
                +0x0014 libraries/commodities.h: *57
nb_Pri          char in struct NewBroker +0x0012 libraries/commodities.h: *55
nb_ReservedChannel short int in struct NewBroker
                +0x0018 libraries/commodities.h: *58
nb_Title        pointer to char in struct NewBroker
                +0x0006 libraries/commodities.h: *51
nb_Unique       short int in struct NewBroker
                +0x000e libraries/commodities.h: *53
nb_Version      char in struct NewBroker +0x0000 libraries/commodities.h: *49
nextLine        pointer to short int in struct GelsInfo
                +0x000a graphics/rastport.h: *48
ng_Flags        unsigned long int in struct NewGadget
                +0x0012 libraries/gadtools.h: *101
ng_GadgetID     unsigned short int in struct NewGadget
                +0x0010 libraries/gadtools.h: *100
ng_GadgetText   pointer to unsigned char in struct NewGadget
                +0x0008 libraries/gadtools.h: *98
ng_Height       short int in struct NewGadget
                +0x0006 libraries/gadtools.h: *97
ng_LeftEdge     short int in struct NewGadget
                +0x0000 libraries/gadtools.h: *96
ng_TextAttr     pointer to struct TextAttr in struct NewGadget
                +0x000c libraries/gadtools.h: *99
ng_TopEdge      short int in struct NewGadget
                +0x0002 libraries/gadtools.h: *96
ng_UserData     pointer to void in struct NewGadget
                +0x001a libraries/gadtools.h: *103
ng_VisualInfo   pointer to void in struct NewGadget
                +0x0016 libraries/gadtools.h: *102
ng_Width        short int in struct NewGadget

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+0x0004 libraries/gadtools.h: *97
nm_Class      unsigned long int in struct NotifyMessage
+0x0014 dos/notify.h: *43
nm_Code       unsigned short int in struct NotifyMessage
+0x0018 dos/notify.h: *44
nm_CommKey    pointer to unsigned char in struct NewMenu
+0x0006 libraries/gadtools.h: *127
nm_DoNotTouch unsigned long int in struct NotifyMessage
+0x001e dos/notify.h: *46
nm_DoNotTouch2 unsigned long int in struct NotifyMessage
+0x0022 dos/notify.h: *47
nm_ExecMessage struct Message(size 0x0014 bytes) in struct NotifyMessage
+0x0000 dos/notify.h: *42
nm_Flags      unsigned short int in struct NewMenu
+0x000a libraries/gadtools.h: *128
nm_Label      pointer to unsigned char in struct NewMenu
+0x0002 libraries/gadtools.h: *126
nm_MutualExclude long int in struct NewMenu +0x000c libraries/gadtools.h: *129
nm_NReq       pointer to struct NotifyRequest in struct NotifyMessage
+0x001a dos/notify.h: *45
nm_Type       unsigned char in struct NewMenu
+0x0000 libraries/gadtools.h: *125
nm_UserData   pointer to void in struct NewMenu
+0x0010 libraries/gadtools.h: *130
nm_masks      unsigned short int in struct narrator_rb
+0x003c devices/narrator.h: *100
norm_hblank   array [2] of unsigned short int in struct copinit
+0x0058 graphics/copper.h: *99
nr_Flags      unsigned long int in struct NotifyRequest
+0x000c dos/notify.h: *57
nr_FullName   pointer to unsigned char in struct NotifyRequest
+0x0004 dos/notify.h: *55
nr_Handler    pointer to struct MsgPort in struct NotifyRequest
+0x002c dos/notify.h: *76
nr_Msg        struct (no tag) (size 0x0004 bytes) in union (no tag)
+0x0000 dos/notify.h: *63
nr_MsgCount   unsigned long int in struct NotifyRequest
+0x0028 dos/notify.h: *75
nr_Name       pointer to unsigned char in struct NotifyRequest
+0x0000 dos/notify.h: *54
nr_Port       pointer to struct MsgPort in struct (no tag)
+0x0000 dos/notify.h: *62
nr_Reserved   array [4] of unsigned long int in struct NotifyRequest
+0x0018 dos/notify.h: *72
nr_Signal     struct (no tag) (size 0x0008 bytes) in union (no tag)
+0x0000 dos/notify.h: *69
nr_SignalNum  unsigned char in struct (no tag) +0x0004 dos/notify.h: *67
nr_Task       pointer to struct Task in struct (no tag)
+0x0000 dos/notify.h: *66
nr_UserData   unsigned long int in struct NotifyRequest
+0x0008 dos/notify.h: *56
nr_pad        array [3] of unsigned char in struct (no tag)
+0x0005 dos/notify.h: *68
nr_stuff      union (no tag) (size 0x0008 bytes) in struct NotifyRequest
+0x0010 dos/notify.h: *70
nreserved     array [4] of unsigned long int in struct GfxBase
+0x0164 graphics/gfxbase.h: *81

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ns_Buff          array [8] of char in struct NexxStr
                  +0x0008 rexx/storage.h: *47
ns_Flags         unsigned char in struct NexxStr +0x0006 rexx/storage.h: *45
ns_Hash          unsigned char in struct NexxStr +0x0007 rexx/storage.h: *46
ns_Ivalue       long int in struct NexxStr +0x0000 rexx/storage.h: *43
ns_Length       unsigned short int in struct NexxStr
                  +0x0004 rexx/storage.h: *44
num             unsigned short int in struct SimpleSprite
                  +0x000a graphics/sprite.h: *26
numDrIPens      #define NUMDRIPENS = 0x00000009 intuition/iobsolete.h: *270
numchan         unsigned char in struct narrator_rb
                  +0x0044 devices/narrator.h: *105
nxtlist         pointer to struct CopListin union (no tag)
                  +0x0000 graphics/copper.h: *31
NABC            #define 0x8 = 0x00000008 hardware/blit.h: *36
NABNC           #define 0x4 = 0x00000004 hardware/blit.h: *37
NANBC           #define 0x2 = 0x00000002 hardware/blit.h: *38
NANBNC         #define 0x1 = 0x00000001 hardware/blit.h: *39
NATURALFO      #define 0 = 0x00000000 devices/narrator.h: *65
NBU_DUPLICATE   #define 0 = 0x00000000 libraries/commodities.h: *62
NBU_NOTIFY     #define 2 = 0x00000002 libraries/commodities.h: *64
NBU_UNIQUE     #define 1 = 0x00000001 libraries/commodities.h: *63
NB_VERSION     #define 5 = 0x00000005 libraries/commodities.h: *46
NDB_NEWIORB    #define 0 = 0x00000000 devices/narrator.h: *24
NDB_SYLSYNC    #define 2 = 0x00000002 devices/narrator.h: *26
NDB_WORDSYNC   #define 1 = 0x00000001 devices/narrator.h: *25
NDF_NEWIORB    #define (1 << NDB_NEWIORB) = 0x00000001
                  devices/narrator.h: *29
NDF_SYLSYNC    #define (1 << NDB_SYLSYNC) = 0x00000004
                  devices/narrator.h: *31
NDF_WORDSYNC   #define (1 << NDB_WORDSYNC) = 0x00000002
                  devices/narrator.h: *30
ND_CantAlloc   #define -6 = 0xffffffffa devices/narrator.h: *41
ND_CentPhonErr #define -28 = 0xffffffffe4 devices/narrator.h: *53
ND_DCentErr    #define -27 = 0xffffffffe5 devices/narrator.h: *52
ND_Expunged    #define -9 = 0xfffffffff7 devices/narrator.h: *44
ND_FreqErr     #define -25 = 0xffffffffe7 devices/narrator.h: *50
ND_MakeBad     #define -4 = 0xfffffffffc devices/narrator.h: *39
ND_ModeErr     #define -24 = 0xffffffffe8 devices/narrator.h: *49
ND_NoAudLib    #define -3 = 0xfffffffffd devices/narrator.h: *38
ND_NoMem       #define -2 = 0xfffffffffe devices/narrator.h: *37
ND_NoWrite     #define -8 = 0xfffffffff8 devices/narrator.h: *43
ND_PhonErr     #define -20 = 0xffffffffec devices/narrator.h: *45
ND_PitchErr    #define -22 = 0xffffffffea devices/narrator.h: *47
ND_RateErr     #define -21 = 0xffffffffeb devices/narrator.h: *46
ND_SexErr      #define -23 = 0xffffffffe9 devices/narrator.h: *48
ND_Unimpl      #define -7 = 0xfffffffff9 devices/narrator.h: *42
ND_UnitErr     #define -5 = 0xfffffffffb devices/narrator.h: *40
ND_VolErr      #define -26 = 0xffffffffe6 devices/narrator.h: *51
NEWLAYERINFO_CALLED #define 1 = 0x00000001 graphics/layers.h: *51
NEWLOCKS       #define graphics/clip.h: *32
NEWPREFS       #define IDCMP_NEWPREFS = 0x00004000
                  intuition/iobsolete.h: *128
NEWSIZE        #define IDCMP_NEWSIZE = 0x00000002
                  intuition/iobsolete.h: *115
NG_HIGHLABEL   #define 0x0020 = 0x00000020 libraries/gadtools.h: *117
NM_BARLABEL    #define ((STRPTR)-1) libraries/gadtools.h: *144

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```
NM_END                #define 0 = 0x00000000  libraries/gadtools.h: *137
NM_FLAGMASK           #define (~(COMMSEQ | ITEMTEXT | HIGHFLAGS)) = 0xffffffff39
                        libraries/gadtools.h: *157
NM_ITEM               #define 2 = 0x00000002  libraries/gadtools.h: *135
NM_ITEMDISABLED       #define ITEMENABLED = 0x00000010  libraries/gadtools.h: *153
NM_MENUDISABLED       #define MENUENABLED = 0x00000001  libraries/gadtools.h: *152
NM_SUB                #define 3 = 0x00000003  libraries/gadtools.h: *136
NM_TITLE              #define 1 = 0x00000001  libraries/gadtools.h: *134
NOCAREREFRESH         #define WFLG_NOCAREREFRESH = 0x00020000
                        intuition/iobsolete.h: *165
NOCROSSFILL           #define 0x20 = 0x00000020  graphics/rastport.h: *108
NOISYREQ              #define 0x0004 = 0x00000004  intuition/intuition.h: *188
NOITEM                #define 0x003F = 0x0000003f  intuition/intuition.h: *1286
NOMENU                #define 0x001F = 0x0000001f  intuition/intuition.h: *1285
NOREQBACKFILL         #define 0x0040 = 0x00000040  intuition/intuition.h: *198
NOSUB                 #define 0x001F = 0x0000001f  intuition/intuition.h: *1287
NOT                    #define !  intuition/intuition.h: *1294
NOTIFY_CLASS           #define 0x40000000 = 0x40000000  dos/notify.h: *33
NOTIFY_CODE            #define 0x1234 = 0x00001234  dos/notify.h: *36
NO_ICON_POSITION       #define (0x80000000) = 0x80000000
                        workbench/workbench.h: *116
NP_Arguments           #define (NP_Dummy + 21) = 0x800003fd  dos/dostags.h: *89
NP_Cli                 #define (NP_Dummy + 18) = 0x800003fa  dos/dostags.h: *82
NP_CloseError          #define (NP_Dummy + 9) = 0x800003f1  dos/dostags.h: *63
NP_CloseInput          #define (NP_Dummy + 6) = 0x800003ee  dos/dostags.h: *55
NP_CloseOutput         #define (NP_Dummy + 7) = 0x800003ef  dos/dostags.h: *58
NP_CommandName         #define (NP_Dummy + 20) = 0x800003fc  dos/dostags.h: *87
NP_ConsoleTask         #define (NP_Dummy + 14) = 0x800003f6  dos/dostags.h: *74
NP_CopyVars            #define (NP_Dummy + 17) = 0x800003f9  dos/dostags.h: *80
NP_CurrentDir          #define (NP_Dummy + 10) = 0x800003f2  dos/dostags.h: *66
NP_Dummy               #define (TAG_USER + 1000) = 0x800003e8  dos/dostags.h: *42
NP_Entry               #define (NP_Dummy + 3) = 0x800003eb  dos/dostags.h: *48
NP_Error               #define (NP_Dummy + 8) = 0x800003f0  dos/dostags.h: *61
NP_ExitCode            #define (NP_Dummy + 24) = 0x80000400  dos/dostags.h: *105
NP_ExitData            #define (NP_Dummy + 25) = 0x80000401  dos/dostags.h: *107
NP_FreeSeglist         #define (NP_Dummy + 2) = 0x800003ea  dos/dostags.h: *45
NP_HomeDir             #define (NP_Dummy + 16) = 0x800003f8  dos/dostags.h: *78
NP_Input               #define (NP_Dummy + 4) = 0x800003ec  dos/dostags.h: *51
NP_Name                #define (NP_Dummy + 12) = 0x800003f4  dos/dostags.h: *70
NP_NotifyOnDeath        #define (NP_Dummy + 22) = 0x800003fe  dos/dostags.h: *98
NP_Output              #define (NP_Dummy + 5) = 0x800003ed  dos/dostags.h: *53
NP_Path                #define (NP_Dummy + 19) = 0x800003fb  dos/dostags.h: *84
NP_Priority            #define (NP_Dummy + 13) = 0x800003f5  dos/dostags.h: *72
NP_Seglist             #define (NP_Dummy + 1) = 0x800003e9  dos/dostags.h: *43
NP_StackSize           #define (NP_Dummy + 11) = 0x800003f3  dos/dostags.h: *68
NP_Synchronous         #define (NP_Dummy + 23) = 0x800003ff  dos/dostags.h: *101
NP_WindowPtr           #define (NP_Dummy + 15) = 0x800003f7  dos/dostags.h: *76
NRB_MAGIC              #define 31 = 0x0000001f  dos/notify.h: *94
NRB_NOTIFY_INITIAL     #define 4 = 0x00000004  dos/notify.h: *92
NRB_SEND_MESSAGE       #define 0 = 0x00000000  dos/notify.h: *89
NRB_SEND_SIGNAL        #define 1 = 0x00000001  dos/notify.h: *90
NRB_WAIT_REPLY         #define 3 = 0x00000003  dos/notify.h: *91
NRF_MAGIC              #define 0x80000000 = 0x80000000  dos/notify.h: *86
NRF_NOTIFY_INITIAL     #define 16 = 0x00000010  dos/notify.h: *83
NRF_SEND_MESSAGE       #define 1 = 0x00000001  dos/notify.h: *80
NRF_SEND_SIGNAL        #define 2 = 0x00000002  dos/notify.h: *81
NRF_WAIT_REPLY         #define 8 = 0x00000008  dos/notify.h: *82
```

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NR_HANDLER_FLAGS #define 0xffff0000 = 0xffff0000 dos/notify.h: *97
NSB_BINARY       #define 4 = 0x00000004 rexx/storage.h: *58
NSB_EXT          #define 6 = 0x00000006 rexx/storage.h: *60
NSB_FLOAT        #define 5 = 0x00000005 rexx/storage.h: *59
NSB_KEEP         #define 0 = 0x00000000 rexx/storage.h: *54
NSB_NOTNUM       #define 2 = 0x00000002 rexx/storage.h: *56
NSB_NUMBER       #define 3 = 0x00000003 rexx/storage.h: *57
NSB_SOURCE       #define 7 = 0x00000007 rexx/storage.h: *61
NSB_STRING       #define 1 = 0x00000001 rexx/storage.h: *55
NSF_ALPHA        #define (NSF_NOTNUM | NSF_STRING) = 0x00000006
                  rexx/storage.h: *76
NSF_BINARY       #define (1 << NSB_BINARY) = 0x00000010 rexx/storage.h: *68
NSF_DPNUM        #define (NSF_NUMBER | NSF_FLOAT) = 0x00000028
                  rexx/storage.h: *75
NSF_EXT          #define (1 << NSB_EXT ) = 0x00000040 rexx/storage.h: *70
NSF_FLOAT        #define (1 << NSB_FLOAT ) = 0x00000020 rexx/storage.h: *69
NSF_INTNUM       #define (NSF_NUMBER | NSF_BINARY | NSF_STRING) = 0x0000001a
                  rexx/storage.h: *74
NSF_KEEP         #define (1 << NSB_KEEP ) = 0x00000001 rexx/storage.h: *64
NSF_NOTNUM       #define (1 << NSB_NOTNUM) = 0x00000004 rexx/storage.h: *66
NSF_NUMBER       #define (1 << NSB_NUMBER) = 0x00000008 rexx/storage.h: *67
NSF_OWNED        #define (NSF_SOURCE | NSF_EXT | NSF_KEEP) = 0x000000c1
                  rexx/storage.h: *77
NSF_SOURCE       #define (1 << NSB_SOURCE) = 0x00000080 rexx/storage.h: *71
NSF_STRING       #define (1 << NSB_STRING) = 0x00000002 rexx/storage.h: *65
NSTAG_EXT_VPMODE #define (TAG_USER | 1) = 0x80000001
                  intuition/screens.h: *290
NS_EXTENDED      #define 0x1000 = 0x00001000 intuition/screens.h: *179
NTSC             #define 1 = 0x00000001 graphics/gfxbase.h: *95
NTSC_MONITOR_ID  #define 0x00011000 = 0x00011000 graphics/displayinfo.h: *148
NTSC_MONITOR_NAME #define "ntsc.monitor" graphics/monitor.h: *66
NT_BOOTNODE      #define 16 = 0x00000010 exec/nodes.h: *61
NT_DEATHMESSAGE  #define 19 = 0x00000013 exec/nodes.h: *64
NT_DEVICE        #define 3 = 0x00000003 exec/nodes.h: *48
NT_EXTENDED      #define 255 = 0x000000ff exec/nodes.h: *67
NT_FONT          #define 12 = 0x0000000c exec/nodes.h: *57
NT_FREEMSG       #define 6 = 0x00000006 exec/nodes.h: *51
NT_GRAPHICS      #define 18 = 0x00000012 exec/nodes.h: *63
NT_INTERRUPT     #define 2 = 0x00000002 exec/nodes.h: *47
NT_KICKMEM       #define 17 = 0x00000011 exec/nodes.h: *62
NT_LIBRARY       #define 9 = 0x00000009 exec/nodes.h: *54
NT_MEMORY        #define 10 = 0x0000000a exec/nodes.h: *55
NT_MESSAGE       #define 5 = 0x00000005 exec/nodes.h: *50
NT_MSGPORT       #define 4 = 0x00000004 exec/nodes.h: *49
NT_PROCESS       #define 13 = 0x0000000d exec/nodes.h: *58
NT_REPLYMSG      #define 7 = 0x00000007 exec/nodes.h: *52
NT_RESOURCE      #define 8 = 0x00000008 exec/nodes.h: *53
NT_SEMAPHORE     #define 14 = 0x0000000e exec/nodes.h: *59
NT_SIGNALSEM     #define 15 = 0x0000000f exec/nodes.h: *60
NT_SOFTINT       #define 11 = 0x0000000b exec/nodes.h: *56
NT_TASK          #define 1 = 0x00000001 exec/nodes.h: *46
NT_UNKNOWN       #define 0 = 0x00000000 exec/nodes.h: *45
NT_USER          #define 254 = 0x000000fe exec/nodes.h: *66
NULL             #define 0L = 0x00000000 exec/types.h: *76
NULL_IX          macro (1 argument) libraries/commodities.h: *207
NUMBERIDCMP      #define (NULL) = 0x00000000 libraries/gadtools.h: *73
NUMBER_KIND      #define 6 = 0x00000006 libraries/gadtools.h: *40

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NUMDRIPENS      #define (0x0009) = 0x00000009  intuition/screens.h: *92
NUMSECS         #define 11 = 0x0000000b  devices/trackdisk.h: *40
NUMUNITS        #define 4 = 0x00000004  devices/trackdisk.h: *41
NUM_KINDS       #define 14 = 0x0000000e  libraries/gadtools.h: *49
NWAYIDCMP       #define CYCLEIDCMP = 0x00000040  libraries/gadtools.h: *287
NWAY_KIND       #define CYCLE_KIND = 0x00000007  libraries/gadtools.h: *286
NW_EXTENDED     #define WFLG_NW_EXTENDED = 0x00040000
                intuition/iobsolete.h: *169
NXADDLEN        #define 9 = 0x00000009  rexx/storage.h: *50
NXTLIST         #define u3.nxtlist  graphics/copper.h: *48
N_TRACTOR       #define 0x20 = 0x00000020  intuition/preferences.h: *187
Name            array [32] of unsigned char in struct NameInfo
                +0x0010 graphics/displayinfo.h: *135
NameInfo        structure tag size 0x0038 graphics/displayinfo.h: *132
NewBroker       structure tag size 0x001a libraries/commodities.h: *48
NewGadget       structure tag size 0x001e libraries/gadtools.h: *94
NewMenu         structure tag size 0x0014 libraries/gadtools.h: *123
NewScreen       structure tag size 0x0020 intuition/screens.h: *310
NewWindow       structure tag size 0x0030 intuition/intuition.h: *974
                workbench/workbench.h: 45, 53
Next            pointer to struct ClipRect in struct ClipRect
                +0x0000 graphics/clip.h: *66
Next            pointer to struct cprlist in struct cprlist
                +0x0000 graphics/copper.h: *58
Next            pointer to struct CopList in struct CopList
                +0x0000 graphics/copper.h: *65
Next            pointer to struct UCopList in struct UCopList
                +0x0000 graphics/copper.h: *85
Next            pointer to struct ViewPort in struct ViewPort
                +0x0000 graphics/view.h: *43
Next            pointer to struct RasInfo in struct RasInfo
                +0x0000 graphics/view.h: *109
Next            pointer to struct RegionRectangle in struct RegionRectangle
                +0x0000 graphics/regions.h: *25
NextBorder      pointer to struct Border in struct Border
                +0x000c intuition/intuition.h: *605
NextComp        pointer to struct AnimComp in struct AnimComp
                +0x0006 graphics/gels.h: *183
NextGadget      pointer to struct Gadget in struct Gadget
                +0x0000 intuition/intuition.h: *218
NextImage       pointer to struct Image in struct Image
                +0x0010 intuition/intuition.h: *666
NextItem        pointer to struct MenuItem in struct MenuItem
                +0x0000 intuition/intuition.h: *92
NextMenu        pointer to struct Menu in struct Menu
                +0x0000 intuition/intuition.h: *64
NextOb          pointer to struct AnimOb in struct AnimOb
                +0x0000 graphics/gels.h: *203
NextRemember    pointer to struct Remember in struct Remember
                +0x0000 intuition/intuition.h: *1233
NextScreen      pointer to struct Screen in struct Screen
                +0x0000 intuition/screens.h: *100
NextSelect      unsigned short int in struct MenuItem
                +0x0020 intuition/intuition.h: *113
NextSeq         pointer to struct AnimComp in struct AnimComp
                +0x000e graphics/gels.h: *187
NextText        pointer to struct IntuiText in struct IntuiText

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```

+0x0010 intuition/intuition.h: *578
NextVSprite      pointer to struct VSprite in struct VSprite
+0x0000 graphics/gels.h: *74
NextWindow       pointer to struct Window in struct Window
+0x0000 intuition/intuition.h: *797
NexxStr          structure tag size 0x0010 rexx/storage.h: *42
                 rexx/rxslib.h: 37, 38, 39, 40, 41, 42, 43, 44
Node            structure tag size 0x000e exec/nodes.h: *24, 25, 26
                 exec/libraries.h: 35
                 exec/lists.h: 23, 24, 25
                 exec/tasks.h: 27
                 exec/ports.h: 31, 50
                 exec/memory.h: 31, 59
                 exec/interrupts.h: 25, 34
                 exec/semaphores.h: 42
                 devices/clipboard.h: 37
                 devices/keymap.h: 35, 41
                 graphics/gfxnodes.h: 20, 21
                 intuition/screens.h: 383
                 dos/var.h: 28
                 graphics/graphint.h: 22
                 libraries/configvars.h: 33
                 libraries/diskfont.h: 72
                 libraries/expansionbase.h: 37
                 libraries/mathresource.h: 37
                 resources/filesysres.h: 28, 34
                 rexx/storage.h: 163
Nominal          struct Rectangle(size 0x0008 bytes) in struct DimensionInfo
+0x001a graphics/displayinfo.h: *100
NormalDPMX       unsigned short int in struct GfxBase
+0x00dc graphics/gfxbase.h: *61
NormalDPMY       unsigned short int in struct GfxBase
+0x00de graphics/gfxbase.h: *62
NormalDisplayColumns unsigned short int in struct GfxBase
+0x00da graphics/gfxbase.h: *59
NormalDisplayInfo pointer to void in struct ColorMap
+0x0018 graphics/view.h: *126
NormalDisplayRows unsigned short int in struct GfxBase
+0x00d8 graphics/gfxbase.h: *58
NotAvailable     unsigned short int in struct DisplayInfo
+0x0010 graphics/displayinfo.h: *53
NotifyMessage    structure tag size 0x0026 dos/notify.h: *41
NotifyRequest    structure tag size 0x0030 dos/notify.h: *45, 53
NumChars         short int in struct StringInfo
+0x0010 intuition/intuition.h: *535
NumChars         short int in struct SGWork +0x001c intuition/sghooks.h: *45
NumStdSprites    unsigned short int in struct DisplayInfo
+0x001c graphics/displayinfo.h: *57

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_OBJ             macro (1 argument)    intuition/classes.h: *74
_OBJECT          macro (1 argument)    intuition/classes.h: *80
_Object         structure tag size 0x000c intuition/classes.h: *68
o_Class         pointer to struct IClass in struct _Object

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+0x0008 intuition/classes.h: *70
o_Node      struct MinNode(size 0x0008 bytes) in struct _Object
+0x0000 intuition/classes.h: *69
obs         pointer to struct ClipRect in struct Layer_Info
+0x0008 graphics/layers.h: *38
opAddMember #define opMember intuition/classusr.h: *123
opAddTail   structure tag size 0x0008 intuition/classusr.h: *117
opGet       structure tag size 0x000c intuition/classusr.h: *108
opMember    structure tag size 0x0008 intuition/classusr.h: *124
opSet       structure tag size 0x000c intuition/classusr.h: *78
opUpdate    structure tag size 0x0010 intuition/classusr.h: *88
opam_Object pointer to unsigned long int in struct opMember
+0x0004 intuition/classusr.h: *126
opat_List   pointer to struct List in struct opAddTail
+0x0004 intuition/classusr.h: *119
opg_AttrID  unsigned long int in struct opGet
+0x0004 intuition/classusr.h: *110
opg_Storage pointer to unsigned long int in struct opGet
+0x0008 intuition/classusr.h: *111
ops_AttrList pointer to struct TagItem in struct opSet
+0x0004 intuition/classusr.h: *80
ops_GInfo   pointer to struct GadgetInfo in struct opSet
+0x0008 intuition/classusr.h: *81
opu_AttrList pointer to struct TagItem in struct opUpdate
+0x0004 intuition/classusr.h: *90
opu_Flags   unsigned long int in struct opUpdate
+0x000c intuition/classusr.h: *95
opu_GInfo   pointer to struct GadgetInfo in struct opUpdate
+0x0008 intuition/classusr.h: *91
OCLASS      macro (1 argument) intuition/classes.h: *83
OCTANT1     #define 16 = 0x00000010 hardware/blit.h: *87
OCTANT2     #define 0 = 0x00000000 hardware/blit.h: *86
OCTANT3     #define 8 = 0x00000008 hardware/blit.h: *85
OCTANT4     #define 20 = 0x00000014 hardware/blit.h: *84
OCTANT5     #define 28 = 0x0000001c hardware/blit.h: *83
OCTANT6     #define 12 = 0x0000000c hardware/blit.h: *82
OCTANT7     #define 4 = 0x00000004 hardware/blit.h: *81
OCTANT8     #define 24 = 0x00000018 hardware/blit.h: *80
OFFSET      macro (2 arguments) exec/initializers.h: *16
OFFSET_BEGINING #define OFFSET_BEGINNING = 0xffffffff dos/dos.h: *40
OFFSET_BEGINNING #define -1 = 0xffffffff dos/dos.h: *36
OFFSET_CURRENT #define 0 = 0x00000000 dos/dos.h: *37
OFFSET_END     #define 1 = 0x00000001 dos/dos.h: *38
OFF_DISPLAY   #define custom.dmacon = BITCLR|DMAF_RASTER;
graphics/gfxmacros.h: *24
OFF_SPRITE    #define custom.dmacon = BITCLR|DMAF_SPRITE;
graphics/gfxmacros.h: *26
OFF_VBLANK    #define custom.intena = BITCLR|INTF_VERTB;
graphics/gfxmacros.h: *29
OKABORT      #define 0x0004 = 0x00000004 intuition/intuition.h: *774
OKCANCEL     #define MENUCANCEL = 0x00000002 intuition/intuition.h: *775
OKIMATE_20   #define 0x09 = 0x00000009 intuition/preferences.h: *201
OKOK         #define MENUHOT = 0x00000001 intuition/intuition.h: *773
OLDDRAWERDATAFILESIZE #define (sizeof(struct OldDrawerData)) = 0x00000038
workbench/workbench.h: *50
OM_ADDMEMBER #define (0x109) = 0x00000109 intuition/classusr.h: *72
OM_ADDTAIL   #define (0x105) = 0x00000105 intuition/classusr.h: *68

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OM_DISPOSE      #define (0x102) = 0x00000102  intuition/classusr.h: *65
OM_Dummy        #define (0x100) = 0x00000100  intuition/classusr.h: *63
OM_GET          #define (0x104) = 0x00000104  intuition/classusr.h: *67
OM_NEW          #define (0x101) = 0x00000101  intuition/classusr.h: *64
OM_NOTIFY       #define (0x107) = 0x00000107  intuition/classusr.h: *70
OM_REMEMBER     #define (0x10A) = 0x0000010a  intuition/classusr.h: *73
OM_REMOVE       #define (0x106) = 0x00000106  intuition/classusr.h: *69
OM_SET          #define (0x103) = 0x00000103  intuition/classusr.h: *66
OM_UPDATE       #define (0x108) = 0x00000108  intuition/classusr.h: *71
ONEDOT          #define 0x2 = 0x00000002  hardware/blit.h: *71
ONE_DOT         #define 0x02 = 0x00000002  graphics/rastport.h: *101
ON_DISPLAY      #define custom.dmacon = BITSET|DMAF_RASTER;
                graphics/gfxmacros.h: *23
ON_SPRITE       #define custom.dmacon = BITSET|DMAF_SPRITE;
                graphics/gfxmacros.h: *25
ON_VBLANK       #define custom.intena = BITSET|INTF_VERTB;
                graphics/gfxmacros.h: *28
OPUF_INTERIM    #define (1<<0) = 0x00000001  intuition/classusr.h: *105
ORDERED_DITHERING #define 0x0000 = 0x00000000  intuition/preferences.h: *255
OSCAN_MAX       #define (3) = 0x00000003  intuition/screens.h: *366
OSCAN_STANDARD  #define (2) = 0x00000002  intuition/screens.h: *365
OSCAN_TEXT      #define (1) = 0x00000001  intuition/screens.h: *364
OSCAN_VIDEO     #define (4) = 0x00000004  intuition/screens.h: *367
OSERR_NOCHIPMEM #define (4) = 0x00000004  intuition/screens.h: *300
OSERR_NOCHIPS   #define (2) = 0x00000002  intuition/screens.h: *298
OSERR_NOMEM     #define (3) = 0x00000003  intuition/screens.h: *299
OSERR_NOMONITOR #define (1) = 0x00000001  intuition/screens.h: *297
OSERR_PUBNOTUNIQUE #define (5) = 0x00000005  intuition/screens.h: *301
OSERR_UNKNOWNMODE #define (6) = 0x00000006  intuition/screens.h: *302
OTHER_REFRESH   #define WFLG_OTHER_REFRESH = 0x000000c0
                intuition/iobsolete.h: *155
OUTSTEP         #define 0x2000 = 0x00002000  graphics/gels.h: *43
OVERLAY         #define 0x0004 = 0x00000004  graphics/gels.h: *24
OVFLAG         #define 0x20 = 0x00000020  hardware/blit.h: *72
Object          typedef ULONG  intuition/classusr.h: *21, 126
OldDrawerData   structure tag size 0x0038 workbench/workbench.h: *44
OldX            short int in struct VSprite +0x0012 graphics/gels.h: *87
OldY            short int in struct VSprite +0x0010 graphics/gels.h: *87
OlderRequest    pointer to struct Requester in struct Requester
                +0x0000 intuition/intuition.h: *148
OpCode          short int in struct CopIns +0x0000 graphics/copper.h: *28

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