

**in**

<b>COLLABORATORS</b>
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	<i>TITLE :</i>  in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 28, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 ModuleInformation

```
ShowModule v1.10 (c) 1992 $#%!
now showing: "graphics/gfx.m"
NOTE: don't use this output in your code, use the module instead.
```

```
(----) OBJECT tpoint
(  0)   x:INT
(  2)   y:INT
(----) ENDOBJECT      /* SIZEOF=4 */

(----) OBJECT rect32
(  0)   minx:LONG
(  4)   miny:LONG
(  8)   maxx:LONG
( 12)   maxy:LONG
(----) ENDOBJECT      /* SIZEOF=16 */

(----) OBJECT rectangle
(  0)   minx:INT
(  2)   miny:INT
(  4)   maxx:INT
(  6)   maxy:INT
(----) ENDOBJECT      /* SIZEOF=8 */

(----) OBJECT bitmap
(  0)   bytesperrow:INT
(  2)   rows:INT
(  4)   flags:CHAR
(  5)   depth:CHAR
(  6)   pad:INT
(  8)   planes[8]:ARRAY OF LONG
(----) ENDOBJECT      /* SIZEOF=40 */

CONST BMF_STANDARD=8,
      BMB_STANDARD=3,
      BMF_MINPLANES=16,
      BMB_MINPLANES=4,
      BMF_INTERLEAVED=4,
      BMB_INTERLEAVED=2,
```

---

```
BMF_DISPLAYABLE=2,  
BMB_DISPLAYABLE=1,  
DENISE=1,  
BMF_CLEAR=1,  
BMB_CLEAR=0,  
BMA_HEIGHT=0,  
BMA_DEPTH=4,  
BITCLR=0,  
BMA_WIDTH=8,  
AGNUS=1,  
BITSET=$8000,  
BMA_FLAGS=12
```

```
#define RASSIZE/2
```