

**in**

<b>COLLABORATORS</b>
----------------------

	<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>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>in</b>	<b>1</b>
1.1	ModuleInformation . . . . .	1

# Chapter 1

## in

### 1.1 ModuleInformation

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

```
(----) OBJECT dbufinfo
(  0)  link1:LONG
(  4)  count1:LONG
(  8)  safemessage:mn (or ARRAY OF mn)
( 28)  userdata1:LONG
( 32)  link2:LONG
( 36)  count2:LONG
( 40)  dispmessage:mn (or ARRAY OF mn)
( 60)  userdata2:LONG
( 64)  matchlong:LONG
( 68)  copptr1:LONG
( 72)  copptr2:LONG
( 76)  copptr3:LONG
( 80)  beampos1:INT
( 82)  beampos2:INT
(----) ENDOBJECT      /* SIZEOF=84 */

(----) OBJECT rasinfo
(  0)  next:PTR TO rasinfo
(  4)  bitmap:PTR TO bitmap
(  8)  rxoffset:INT
( 10)  ryoffset:INT
(----) ENDOBJECT      /* SIZEOF=12 */

(----) OBJECT viewportextra
(  0)  xln:xln (or ARRAY OF xln)
( 24)  viewport:PTR TO viewport
( 28)  displayclip:rectangle (or ARRAY OF rectangle)
( 36)  vectable:LONG
( 40)  driverdata[2]:ARRAY OF LONG
( 48)  flags:INT
( 50)  origin:tpoint (or ARRAY OF tpoint)
( 58)  cop1ptr:LONG
( 62)  cop2ptr:LONG
```

```
(----) ENDOBJECT      /* SIZEOF=66 */

(----) OBJECT viewextra
(  0)   xln:xln (or ARRAY OF xln)
( 24)   view:PTR TO view
( 28)   monitor:PTR TO monitorspec
( 32)   topline:INT
(----) ENDOBJECT      /* SIZEOF=34 */

(----) OBJECT view
(  0)   viewport:PTR TO viewport
(  4)   lofcprlist:PTR TO cprlist
(  8)   shfcprlist:PTR TO cprlist
( 12)   dyoffset:INT
( 14)   dxoffset:INT
( 16)   modes:INT
(----) ENDOBJECT      /* SIZEOF=18 */

(----) OBJECT viewport
(  0)   next:PTR TO viewport
(  4)   colormap:PTR TO colormap
(  8)   dspins:PTR TO coplist
( 12)   sprins:PTR TO coplist
( 16)   clrins:PTR TO coplist
( 20)   ucopins:PTR TO ucoplist
( 24)   dwidth:INT
( 26)   dheight:INT
( 28)   dxoffset:INT
( 30)   dyoffset:INT
( 32)   modes:INT
( 34)   spritepriorities:CHAR
( 35)   extendedmodes:CHAR
( 36)   rasinfo:PTR TO rasinfo
(----) ENDOBJECT      /* SIZEOF=40 */

(----) OBJECT paletteextra
(  0)   semaphore:ss (or ARRAY OF ss)
( 46)   firstfree:INT
( 48)   nfree:INT
( 50)   firstshared:INT
( 52)   nshared:INT
( 54)   refcnt:LONG
( 58)   alloclist:LONG
( 62)   viewport:PTR TO viewport
( 66)   sharablecolors:INT
(----) ENDOBJECT      /* SIZEOF=68 */

(----) OBJECT colormap
(  0)   flags:CHAR
(  1)   type:CHAR
(  2)   count:INT
(  4)   colortable:LONG
(  8)   vpe:PTR TO viewportextra
( 12)   lowcolorbits:LONG
( 16)   transparencyplane:CHAR
( 17)   spriteresolution:CHAR
( 18)   spriteresdefault:CHAR
```

---

```
( 19)  auxflags:CHAR
( 20)  vp:PTR TO viewport
( 24)  normaldisplayinfo:LONG
( 28)  coerceddisplayinfo:LONG
( 32)  batch_items:PTR TO tagitem
( 36)  vpmodeid:LONG
( 40)  palextra:PTR TO paletteextra
( 44)  spritebase_even:INT
( 46)  spritebase_odd:INT
( 48)  bp_0_base:INT
( 50)  bp_1_base:INT
(----) ENDOBJECT      /* SIZEOF=52 */
```

```
CONST CMAB_NO_COLOR_LOAD=2,
      CMAF_NO_COLOR_LOAD=4,
      COLORMAP_TYPE_V36=1,
      COLORMAP_TYPE_V39=2,
      V_EXTRA_HALFBRITE=$80,
      VPB_A2024=6,
      VPF_A2024=$40,
      BORDER_BLANKING=4,
      MVP_NO_DISPLAY=4,
      PRECISION_ICON=16,
      COLORMAP_TYPE_V1_2=0,
      COLORMAP_TYPE_V1_4=1,
      VPB_TENHZ=4,
      VPF_TENHZ=16,
      MCOP_NO_MEM=1,
      MVP_NO_MEM=1,
      CMAB_NO_INTERMED_UPDATE=1,
      CMAF_NO_INTERMED_UPDATE=2,
      SPRITERESN_70NS=2,
      V_HAM=$800,
      CM_TRANSPARENYPLANE=16,
      V_PFBA=$40,
      BORDER_SPRITES=$40,
      V_SPRITES=$4000,
      MVP_NO_VPE=2,
      PRECISION_IMAGE=0,
      V_VP_HIDE=$2000,
      CMAB_DUALPF_DISABLE=8,
      CMAF_DUALPF_DISABLE=3,
      EXTEND_VSTRUCT=$1000,
      CMB_BRDNTRAN=3,
      CMF_BRDNTRAN=8,
      GENLOCK_AUDIO=$100,
      SPRITERESN_DEFAULT=-1,
      PRECISION_GUI=$20,
      VPXF_STRADDLES_256=16,
      VPXB_STRADDLES_256=4,
      PENB_NO_SETCOLOR=1,
      PENF_NO_SETCOLOR=2,
      PEN_NO_SETCOLOR=2,
      V_DUALPF=$400,
      V_LACE=4,
      SPRITERESN_35NS=3,
      PRECISION_EXACT=-1,
```

```
PENB_EXCLUSIVE=0,
PENF_EXCLUSIVE=1,
PEN_EXCLUSIVE=1,
MVP_NO_DSPINS=3,
CMAB_FULLPALETTE=0,
CMAF_FULLPALETTE=1,
CMB_BRDRBLNK=2,
CMF_BRDRBLNK=4,
V_EXTENDED_MODE=$1000,
MVP_OFF_BOTTOM=5,
VIDEOCONTROL_BATCH=16,
SPRITERESN_ECS=0,
CMB_CPTRANS=1,
CMB_CMTRANS=0,
CMF_CPTRANS=2,
CMF_CMTRANS=1,
BORDER_NOTTRANSPARENCY=8,
COLORPLANE_TRANSPARENCY=2,
COLORMAP_TRANSPARENCY=1,
OBP_FAILIFBAD=$84000001,
GENLOCK_VIDEO=2,
V_HIRES=$8000,
V_SUPERHIRES=$20,
V_DOUBLESCAN=8,
VPXF_STRADDLES_512=$20,
VPXB_STRADDLES_512=5,
VPXF_FREE_ME=1,
VPXB_FREE_ME=0,
VPXF_VP_LAST=2,
VPXB_VP_LAST=1,
CMB_BRDRSPRT=6,
CMF_BRDRSPRT=$40,
USER_COPPER_CLIP=$20,
OBP_PRECISION=$84000000,
MCOP_NOP=2,
MCOP_OK=0,
MVP_OK=0,
SPRITERESN_140NS=1
```