

in

COLLABORATORS

	TITLE : in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	in	1
1.1	ModuleInformation	1

Chapter 1

in

1.1 ModuleInformation

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

```
(----) OBJECT adtstart
(  0)  methodid:LONG
(  4)  frame:LONG
(----) ENDOBJECT      /* SIZEOF=8 */

(----) OBJECT adtframe
(  0)  methodid:LONG
(  4)  timestamp:LONG
(  8)  frame:LONG
( 12)  duration:LONG
( 16)  bitmap:PTR TO bitmap
( 20)  cmap:PTR TO colormap
( 24)  sample:PTR TO CHAR
( 28)  samplelength:LONG
( 32)  period:LONG
( 36)  userdata:LONG
(----) ENDOBJECT      /* SIZEOF=40 */

(----) OBJECT animheader
(  0)  operation:CHAR
(  1)  mask:CHAR
(  2)  width:INT
(  4)  height:INT
(  6)  left:INT
(  8)  top:INT
( 10)  abstime:LONG
( 14)  reltime:LONG
( 18)  interleave:CHAR
( 19)  pad0:CHAR
( 20)  flags:LONG
( 24)  pad[16]:ARRAY OF CHAR
(----) ENDOBJECT      /* SIZEOF=40 */
```

```
CONST ADTA_SAMPLELENGTH=$800011F7,
```

```
ADTA_FRAMES=$8000125C,  
ADTA_COLORTABLE2=$800010CF,  
ADTM_DUMMY=$700,  
ADTA_DUMMY=$80001258,  
ID_DLT=$444C5441,  
ADTM_START=$703,  
ADTA_SCREEN=$800010D4,  
ADTM_PAUSE=$704,  
ADTA_MODEID=$800010C8,  
ADTA_NUMALLOC=$800010D2,  
ADTM_STOP=$705,  
ADTA_GREGS=$800010CD,  
ADTA_CREGS=$800010CC,  
ADTA_SPARSETABLE=$800010DA,  
ADTA_COLORTABLE=$800010CE,  
ADTA_REMAP=$800010D3,  
ADTA_NUMCOLORS=$800010D1,  
ID_ANHD=$414E4844,  
ADTA_VOLUME=$800011F9,  
ADTA_PERIOD=$800011F8,  
ADTA_NUMSPARSE=$800010D9,  
ID_ANIM=$414E494D,  
ADTA_FRAMEINCREMENT=$8000125F,  
ADTM_UNLOADFRAME=$702,  
ADTM_LOADFRAME=$701,  
ADTA_FRAME=$8000125D,  
ADTA_KEYFRAME=$800010CA,  
ADTA_CYCLES=$800011FA,  
ADTA_FRAMESPERSECOND=$8000125E,  
ADTA_SAMPLE=$800011F6,  
ADTA_HEIGHT=$8000125A,  
ADTM_LOCATE=$706,  
ADTA_DEPTH=$8000125B,  
ADTA_ALLOCATED=$800010D0,  
ADTA_WIDTH=$80001259,  
ADTA_COLORREGISTERS=$800010CB
```

```
#define ANIMATIONDTCLASS/0
```